

Designed for
OSRIC[™]
Requires use of the OSRIC
source reference documents



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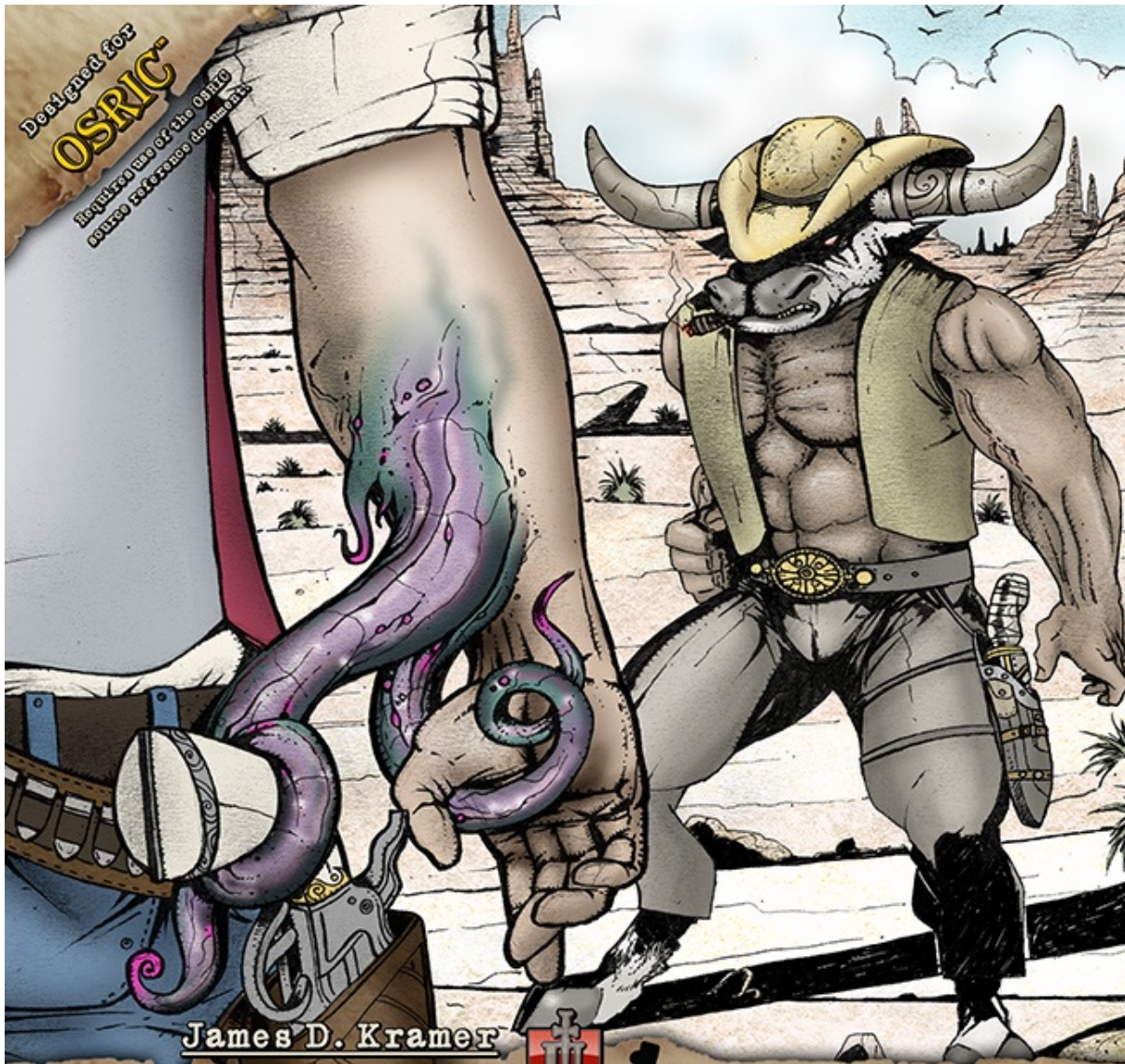


featuring art by
Peter Szmur

REVOLVERS & WIZARDRY

THE DISCORDANT WEST
ADVENTURE EXPANSION FOR OSRIC[™]

Designed for
OSRIC™
Requires use of the OSRIC
core rulebook document.



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REVOLVERS & WIZARDRY

THE DISCORDANT WEST
ADVENTURE EXPANSION FOR OSRIC™

Designed for OSRIC™

Revolvers & Wizardry The Discordant West Adventure Expansion for OSRIC™

James D. Kramer

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<http://www.usherwoodadventures.com>

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Publisher's Note

“The man in black fled across the desert, and the gunslinger followed.” [\[1\]](#) This single sentence, which is the opening of Stephen King’s magnum opus, *The Dark Tower*, was much of the inspiration for the creative work you now hold. While it is worth noting that this is not an attempt to cast that literary work into a gaming system, this OSRIC gaming expansion does owe no small part of its inspiration and creative direction to the collective works of the *Dark Tower* series of novels and graphic novels.

Players and GM’s alike are encouraged, if they haven’t already, to read these works for creative inspiration when playing *Revolvers & Wizardry: The Discordant West*.

So what exactly is the *Discordant West*? It’s not *Boot Hill*; that would be straight forward role-playing in a western setting.

It’s not exactly *Weird West*; that assumes a certain amount of “real earth” in its...weirdness.

It’s not *Steampunk*, which would assume a more active role of technology within the rules, player and equipment options.

The *Discordant West* is a place where the American Old West, contemporary society, and high fantasy crash and meld themselves into...something which is not any of those things I mentioned.

Something else **R&W** is not; it is not a campaign setting; it is a rules expansion using OSRIC as its basis. As always, GM’s are fully encouraged to mould the rules to suit the desires and needs of his or her own campaign setting. A small territorial sandbox map has been provided for you in the appendix **THE GLOBE TERRITORY** to get you started. But this map need not be utilized.

When I first began work on this endeavor, it was only supposed to be a short appendix appearing in a module in order to support one section of that adventure in which the party was whisked away to a distant new plane of existence to foil the plans of the Bad Guy™, and then quickly return to the planes of high-fantasy.

However, like many of my manuscripts, it kept growing...and growing...and growing...until it could support itself no longer unless it became its own full-blown book.

So here you now hold the results of that “short appendix.” But what to make of it?

Dealing with Technology

In dealing with technology specifically (see the section on **MAGIC & MACHINERY**), I spent a great deal of time trying and testing and editing and rewriting in order to produce a game mechanic that was inline with the aesthetic of the OSRIC system. Only when I returned completely to the drawing board, eliminating references to nuclear energies and removing the technological devices that used them, did I begin to shape a cohesive rules system simple enough to avoid the need for rules lawyers, yet detailed enough to provide order and structure to it.

Introducing a PC's *Reputation*

To account for the inherent fear a skilled gun fighter would instill in his adversary, the additional character attribute of *reputation* was created. Primarily benefiting the new gunslinger character class, reputation gives the character a distinct advantage particularly when engaged in a showdown.

Suspension of Belief

Bear with me Avid Gamer. I am not a gun aficionado, although I have a healthy respect for them. I have likely as not made huge technical faux pas when it comes to the machinations of firearms. For this, I apologize (special thanks to Stephen Broadwell for assisting in the development of the **MISHAPS**, **COWBOY RIOT**, and **AIMING** sections in this regard). Please be understanding in my need to keep the operations of such weapons simple and somewhat consistent in the interest of game play. GM's should feel free to manipulate the rules as best suits his or her understanding of Western weaponry.

R&W as a Campaign Setting

I chose the deal with the Discordant West campaign setting by not having one. In the beginning, there was a campaign setting, and I called it *Sepulcrum Lapis*.^[2] It was a land of an infinite desert,

controlled by the remnants of three ancient orders; Union Knights, Confederate Marauders and the Myrlunds. Some details of these still remain in the manuscript; so now you understand a little where these bits came from, and why I make no more mention of them here.

Since the *Discordant West* is not a campaign setting, GM's may need to make a few decisions in order justify the existence of some details for themselves;

1. Do these *Discordant West* rules take place in my high-fantasy plane, or within some other parallel plane? If your answer is the former, that resolves some of the questions which must be addressed.
2. Does magic behave differently within the *Discordant West*? And, if your players are allowed use of Verméan Bards[3], how does this affect their ability to weave magic through song?
3. Does gunpowder function within a high-fantasy setting? More importantly, how does the GM discourage power-mad players from bringing back an arsenal of weapons and dynamite to unbalance the high-fantasy world?
4. Can PC's contact their high-fantasy deities while traveling the *Discordant West*? If the answer is 'no,' how then will that effect clerics, druids, paladins, and rangers who derive at least a portion of their power by contacting their god on a daily basis?

These questions and more, I leave in your skilled hands. I could not hope to address all the disconnections in the *Discordant West* that are sure to arise.

As always, good gaming!

KRAMER

James D. Kramer
publisher, author, designer
Usherwood Publishing

[1] King, Stephen, *The Gunslinger*, 1982.

[2] The Sepulcrum Lapis will eventually be developed as a campaign setting at some time in the future.

[3] See the UÆO for descriptions of the Verméan Bard PC classes.

WANTED

**DEAD
OR ALIVE!**

REWARD

20,000 GP



TURGAN RUGGEDHIDE

**ALIAS: BLACK HORNS
APPROACH WITH CAUTION**

**BANK ROBBERY, TRAIN ROBBERY,
ARSON, MALICIOUS MICHIEF,
LOITERING, ASSAULT, MURDER!**

Preface

Revolvers & Wizardry uses the OSRIC source reference document (SRD) as the basis of its rules and conventions. Additionally, the reader may need to be aware of the following abbreviations and terminology that may be presented within this text;

CHA: or *charisma*; the measure of a character's physical attractiveness, leadership ability, and personal magnetism.

CON: or *constitution*; the measure of a character's general state of health and stamina.

d# / #d#: or *dice*; a lowercase 'd' followed by a number (4, 6, 8, 10, 12, 20, %) indicates a specific die that is used for random number determination. Where preceded by a number indicates the number of times to roll the indicated die (i.e., 3d6 indicates a required roll of three six-sided die, producing a random number between 3 and 18).

DAM / Dmg: or *damage*; the measure of damage inflicted by a given type of attack.

DEX: or *dexterity*; the measure of a character's agility, hand-eye coordination, reflexes, and balance.

GM: or *game master*; also sometimes called the *dungeon master*, the individual running a game through which a combination of players are adventuring. It is advised to the players to always regard the GM as the final authority on all rules decisions and interpretations.

EXP: or *experience*; the measure of a character's skill within her class (also an award of points due a character for the accomplishment of a specific task).

HD: or *hit die*; the number of die to be rolled to determine hit points (see below). Also, may be used to indicate the relative strength or toughness of a monster.

HP: or *hit points*; the measure of the amount of physical damage a character/monster can sustain before unconsciousness or death will result.

INT: or *intelligence*; the measure of a character's reasoning power (also, I.Q.).

OGC: or *Open Game Content*; that portion of this work which may be used by publishers of content covered by the OGL (see below)

OGL: or *Open Game License*; developed and distributed by Wizards of the Coast, Inc., allows for distribution of third-party content under these rules as allowed by compliance restrictions.

OSRIC: or *Old-School Reference and Index Compilation*; a compilation of rules based the First Edition fantasy-based roleplaying game rules system into a free, open license. Also, *OSRIC SRD*.

PC: or *player character*; the persona adopted by players within a game.

REP: or *reputation*: The measure of a character's persona, particularly in that of gunslingers. An enhancement to a character's charisma (CHA) attribute.

STR: or *strength*; the measure of a character's muscle and physical brawn.

TH: or *"to hit"*; die score require to strike an opponent in order to do damage.

UÆO: or *Usherwood Adventures Expansion for OSRIC*; expansion materials for the OSRIC SRD released by Usherwood Publishing, 2010

WIS: or *wisdom*; the measure of a character's insight, willpower, common sense, intuition.

OPEN GAME CONTENT

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RESOURCES

The following publications and resources are either required else are recommended for use with this adventure;

OSRIC SRD (required): OSRIC is available as a free PDF download at <http://knights-n-knaves.com/osric>. The PDF can also be downloaded from the Usherwood Adventures website at <http://www.usherwoodadventures.com/downloads/osric.pdf>.

OSRIC is also available as a print-on-demand product through Lulu.com, or through Black Blade Publishing.

An A5 trim size of OSRIC is also available exclusively from Usherwood Publishing as POD through RPGNow.com at http://www.rpgnow.com/product/111392/OSRIC-Pocket-SRD-PDF?manufacturers_id=2411 and alternatively through Lulu.com at [http://www.lulu.com/product/paperback/osric-\(a5\)/16663197](http://www.lulu.com/product/paperback/osric-(a5)/16663197).

U&EO (optional): available as a PDF download and as a print-on-demand product through [RPGNow.com](http://www.rpgnow.com). (Usherwood Publishing)

Usherwood Adventures website; www.usherwoodadventures.com: the website expands on setting-specific information—deities, regional maps, NPC personalities, etc.—that the GM may find helpful in running the adventure, or just adding color for the players.

Creative inspirations: These rules are strongly influenced by the collected works of Stephen King; particularly those concerning *The Dark Tower*. Also, of no small impact is the television program *Wild, Wild West*. Also, the movies *Back to the Future III*, *Tremors* and *High Plains Drifter* have played their role in setting the creative tone for the Discordant West.

Character Options for R&W

A man's got to know his limitations.

—'Dirty' Harry Callahan

REPUTATION

A character's *reputation* is a measure of his notoriety which precedes him wherever he travels. Reputation is applicable only in certain circumstances; showdown, reaction adjustments and acquisition of henchmen. GM's may wish to treat these as optional rules, although it should be noted that these rules were designed specifically when conducting the outcome of a showdown (see hereafter, **CONDUCTING A SHOWDOWN**).

Each showdown won by a character^[1] increases his reputation by +1 (+2 if a gunslinger), while each showdown lost by a character lowers his reputation by -1. Refusal to accept a <>just showdown lowers the character's reputation by -1 (-2 if a gunslinger), and engaging in an *unjust* showdown lowers the character's reputation by -2 (-4 if a gunslinger). It is possible to have a negative reputation score (see hereafter)

The GM shall be the arbiter of what constitutes a *just* or *unjust* showdown at all times.

The reputation score can also affect the benefits of a character's charisma attribute. Refer to the following table;

	REPUTATION MAXIMUM HENCHMEN	LOYALTY BONUS (D%)	REACTION BONUS (D%)
<-5	-3	-20	-10
-4	-2	-15	-5
-3	-1	-10	-5
-2	-1	-5	-5
-1	-1	-5	-5
0	0	0	0

1	0	0	+5
2	0	+5	+5
3	+1	+5	+10
4	+1	+5	+10
5	+2	+5	+15
6	+2	+10	+15
7	+3	+10	+20
8	+3	+10	+20
9	+4	+10	+25
10+	+5	+15	+30

NEW CHARACTER RACE OPTIONS

HALF-GNOLL

As with half-orcs, the offspring of human/gnoll breeding are normally indistinguishable from their gnollish parentage. Some few, however, are sufficiently human to gain levels in specific professions, although they are generally limited to classes that focus upon strength in body and not in mind.

Their gnollish heritage taints their physical appearance, and most of them are bullies, preying upon the weak and defenseless. They are typically hairy, and have elongated, hyena-like faces, and most will bark in canine fashion when aroused or under stressful situations. Half-gnolls generally do not live beyond 50 years of age.

Some male half-gnolls have been known to reach 7-ft in height, though most stand erect at around 6-1/2-ft tall.

Summary of half-gnoll racial abilities

- +2 strength, -1 intelligence, -1 charisma

Skilled in the use of a Flind Bar: Half-gnolls are skilled in the use of the *flind bar* (q.v. Gnoll, OSRIC SRD), where such weaponry exists in the GM's campaign setting.

Languages: Common, gnoll. A half-gnoll may learn a maximum of 1

additional language, regardless of intelligence.

Multi-class restrictions: For armor, the more restrictive of any two class requirements apply to multi-classed half-gnoll characters for the use of class abilities. For weapons, the less restrictive requirements apply.



Permitted class options: Assassin, Cleric, Desperado, Fighter, Thief, Fighter/Thief, Fighter/Assassin.

Infravision: 60 ft

Movement Rate: 120 ft

Starting Age:

Assassin 18+1d6

Bard 20+1d6

Cleric 20+1d6

Desperado 16+1d4

Fighter 16+1d4

Thief 12+2d4

Half-Gnoll Age and Aging

MATURITY	AGE RANGE
Young Adult	12–16

Mature	17–22
Middle Aged	23–30
Old	31–40
Venerable	41–50
Ancient	51–65

Racial Limitations

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of half-gnoll is not a valid choice for the character:

- Strength 9/19
- Dexterity 3/16
- Constitution 6/18
- Intelligence 3/16
- Wisdom 3/14
- Charisma 3/12

Level Limitations:

- Assassin 15
- Cleric 4
- Druid N/A
- Fighter 15
- Illusionist N/A
- Magic User N/A
- Paladin N/A
- Ranger N/A
- Thief 6

- Vermean Monk N/A
- Racaraide Bard N/A
- Lorist Priest N/A
- Lorist Ovate N/A
- Lyrist Veteran N/A
- Sonneteer Magician N/A
- Sonneteer Trickster N/A
- Jongleur Magsman N/A
- Jack-of-All-Trades N/A

- Desperado 9
- Doctor N/A
- Gunslinger N/A

MINOTAUR

These half–man/half–bull brutes are powerfully built humanoids, generally more intelligent than those more frequently encountered in fantasy settings. Very often imbued with a strong sense of morality (although that morality may take the form of law or chaos, good or evil, or true neutrality). The minotaur player character is a deceptively agile creature.

Due to their large hands, minotaur are incapable of wielding standard firearms (thus limiting them to the use of melee weapons, and a few missile weapons like the heavy crossbow). Occasionally however, one of these bulky humanoids will wield a ***bullman's blunderbuss***; a huge, single barreled scattershot musket (see the section on **WEAPONS & COMBAT**).

Minotaur frequently live to 60 years of age.

Most minotaur males reach an average height of 7–ft, with females averaging just slightly shorter in stature.

Summary of minotaur racial abilities

- +1 strength, +1 dexterity, –2 wisdom

Head–butt: As with their monstrous cousins, the minotaur PC may employ a head–butting attack in combat against any opponent who is medium sized or larger. This attack inflicts 2d4 hit points of damage.

Bardic Charm: Minotaur have surprisingly melodious voices; deep and powerful. Starting at the third level of experience in whatever class the minotaur has chosen, a minotaur having a charisma of 12 or greater can employ the illusionist's spell *hypnotism* through song as an illusionist 2 levels lower.



If a minotaur selects one of the bardic character class options available to him, [\[2\]](#) he gains a +2 on his ability to *charm* other creatures through song.

Unarmored Defense: A minotaur is skilled at using his body for defense as well as attack, and has an inherent natural armor class because of this skill. This ability provides +1 to armor class in addition to all other forms of defense available to the minotaur PC.

Optional attack form: At the GM's discretion, minotaur PC's may also be allowed to bite their opponent for 1d4 points of damage in the same round as a head-butting attack.

Languages: Common, minotaur. A minotaur may learn a maximum of 4 additional languages, regardless of intelligence.

Multi-class restrictions: For armor, the more restrictive of any two class requirements apply to multi-classed minotaur characters for the use of class abilities. For weapons, the less restrictive requirements apply.

Permitted class options: Assassin, Cleric, Desperado, Fighter, Thief, Fighter/Thief, Fighter/Assassin, Gunslinger, Jongleur Magsman, Lurist Priest, Lurist Veteran.

Infravision: 60 ft

Movement Rate: 120 ft

Starting Age:

Assassin 12+1d4

Bard 20+2d4

Cleric 18+1d4

Desperado 12+1d4

Fighter 12+1d4

Gunslinger 24+2d4

Thief 12+1d4

Minotaur Age and Aging

MATURITY	AGE RANGE
Young Adult	12–16
Mature	17–22
Middle Aged	23–30
Old	31–40
Venerable	41–50
Ancient	51–60

Racial Limitations

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of minotaur is not a valid choice for the character:

- Strength 14/19
- Dexterity 9/18
- Constitution 9/18
- Intelligence 3/18
- Wisdom 3/18
- Charisma 3/14 (18)*

Note: The maximum charisma attribute for a minotaur as it relates to other races is 14. However, minotaur can have effective charisma attributes as high as 18 when encountering others of their race.

Level Limitations:

- Assassin 15
- Cleric 8

- Druid N/A
 - Fighter U
 - Illusionist N/A
 - Magic User N/A
 - Paladin N/A
 - Ranger N/A
 - Thief U
-
- Vermean Monk N/A
 - Racaraide Bard N/A
 - Lorist Priest 9
 - Lorist Ovate N/A
 - Lyrist Veteran 12
 - Sonneteer Magician N/A
 - Sonneteer Trickster N/A
 - Jongleur Magsman N/A
 - Jack-of-All-Trades N/A
-
- Desperado U
 - Doctor N/A
 - Gunslinger U

RACIAL PREFERENCES

Use the following table to establish general guidelines for racial preferences;

RACE	BASIC ACCEPTABILITY OF RACIAL TYPE									
	DWARFS	DRAGON HORDLINGS	ELVES	GNOMES	HALFLINGS	HALF- ELVES	HALF- GNOLL	HALF- ORCS	HALF- GOBLINS	ORCS; Goblins; Squiggles
Dwarfs	P	H	A	G	G*	N	H	H	H	
Dragon Hordlings	H	T	A	A	N	N	A	A	A	
Elves	A	H	P	T	T	G	A	A	H	
Gnomes	G	A	T	P	G	T	A	A	H	
Halflings	G†	A	G‡	T	P	N	A	N	N	
Half-Elves	N	A	P	T	N	P	A	A	A	
Half-Gnoll	H	A	A	A	A	A	P	G	N	

Half-Orcs	H	H	A	H	N	A	G	P	T
Half-Orcs; Goblinesque	H	H	A	H	N	A	N	A	G
Half-Orcs; Orgre	H	H	A	H	A	H	N	A	N
Human	N	N	N	N	N	T	T	N	N
Minotaur	H	A	A	N	N	A	N	N	N
Sarngoch	A	A	T	N	T	T	H	H	H

* Only with regards to those strains of halflings known as Tallfellows and Stouts. All other halfling races are regarded with tolerance (T).

† Only Stouts regard dwarves with goodwill, other halflings regard the dwarvish races with tolerance (T).

‡ Only Tallfellows regard elves with goodwill, other halflings regard the elvish races with tolerance (T).

** Members within a given tribe will always be greeted with goodwill (G) to preferred (P). Members of other tribes will be greeted with tolerance (T).

Key: P = preferred, G = good will, T = tolerated, N = neutrality, A = antipathy, H= hatred

NEW CHARACTER CLASS OPTIONS

There are three options for both player and non-player characters within **REVOLVERS & WIZARDRY**; desperado, doctor and gunslinger.

DESPERADO

The desperado is to the Discordant West, what a thief is to a high-fantasy setting, and his chaotic attitude toward his existence drives all his actions.

Desperados are frequently found in bands of four or more similarly skilled individuals. These bands roam lonely stretches of untamed desert, taking advantage of traveling groups that are poorly equipped to defend themselves against a band of skilled desperados.

The desperado shares several of the abilities familiar to the thief class, specifically; climb walls, hide in shadows, move quietly, and open locks. Also functioning similarly to a ranger, the desperado is also an expert at finding his way in the wilderness, and possesses skills in tracking and surprising his enemies.

Dwarves, elves, gnomes, halflings, half-elves, half-gnolls, half-orcs, humans, and minotaur may become desperados.

The Desperado Character

Minimum Scores:	Str 9, Dex 14, Con 9, Int 9, Wis 6, Cha 6
Hit Die Type:	d6 (max 10 hit dice)
Alignment:	Any chaotic
Experience bonus:	None
Armor/Shield Permitted:	None
Weapons Permitted:	Any R&W
Weapon Proficiencies:	2 every 4 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialization:	N/A

Desperado Class Abilities

Pummeling and Unarmed Combat: The desperado is an expert at attacking from behind to render their opponent unconscious with a sharp blow to the back of the head.

To execute this attack, the desperado must state his objectives before the attack occurs, and must approach from directly behind his intended victim, who must be unaware of the desperado's presence. The victim cannot be larger than man-sized, and must be generally man-like in body shape (and possessing an obvious head). Starting at the 5th level of experience, the height of a potential victim increases 1-ft per level, to a maximum of 10-ft in height. Creatures from the outer planes of existence (demons, devils, etc.) cannot be rendered unconscious using this attack. A successful "to hit" pummeling attack does not inflict bodily harm upon the victim, however, it will render the victim unconscious for 1d4 rounds, plus 1 additional round for each experience level of the desperado (maximum duration of 10 rounds).

The weapon used by the desperado in this attack must be a small, blunt, handheld weapon; club, staff, light mace, etc. The desperado may also use her firearm—whether rifle or pistol—in such an attack.

Desperados are also skilled in the art of fighting with their fists (unarmed combat). As such, when engaging in unarmed combat, the damage he inflicts is 1-2 hit points of damage, plus 1 hit point of

damage per experience level of the desperado, to a maximum bonus of +5.

Climb Walls: Climbing represents a desperado's ability to scale sheer cliffs and surfaces, cling to ceilings, and perform other feats of climbing that would normally be impossible. Climbing checks must ordinarily be repeated for every 10-ft of climbing.

Hide in Shadows: Some shadow must be present for this ability to be used, but if the check is successful the desperado is effectively invisible until he makes an attack or moves from the shadows. The ability can also be used to blend in with a crowd of people, or to pass undetected through vegetation, rather than disappear into shadows.

Move Quietly: Use of this skill allows the desperado to move with preternatural silence even over surfaces such as squeaky floors.



Open Locks: Opening locks (without springing them) is a skill known to a desperado, which cannot be successfully attempted by members of other classes (except thieves). Note that desperados do not have the ability to find, remove, and set traps as do thieves.

Pick Pockets: If the desperado's pick pockets check fails by 20% or more, then his or her attempt has been discovered by the intended victim.

Alert Against Surprise: A desperado is less likely to be surprised (only on a 1 on d6), and more likely to surprise others (1–3 on d6) than other character classes.

Advanced Abilities

Tracking: At the 3rd level of experience, a desperado gains the ability to track other creatures, with a base 90% chance of success in rural settings (modified by the GM according to such factors as the age of the trail, the prevailing terrain and current weather conditions) and a base 65% chance in urban or dungeon/underground settings (again, modified by the GM to take account of local conditions).

Secret Language: At the 6th level of ability, a desperado may learn to speak the secret language of the gunslingers.

Band of Followers: At the 9th level of experience, desperados attract a band of followers that equals his reputation score. Although devoted to the desperado, if the desperado's reputation ever falls below 1, he will lose these followers forever, never attracting such a band again. See the table hereafter to determine the type of followers attracted.

DESPERADO LEVEL ADVANCEMENT

LEVEL	BASE EXPERIENCE POINTS REQUIRED	HIT DICE (D6)	NOTES
1	0	1	
2	1,250	2	
3	2,500	3	Gain ability to track other creatures.
4	5,000	4	
5	10,000	5	
6	20,000	6	Gain ability to speak in the secret language of the gunslingers.
7	40,000	7	
8	70,000	8	
9	110,000	9	Desperado; attract a body of followers
10	160,000	10	
11	220,000	10+3*	
12	440,000	10+6*	

* Con-based hp adjustments no longer apply. Each level thereafter requires 220,000 experience points and grants +3 hit points.

DESPERADO SKILLS TABLE—BASE CHANCE

LEVEL	CLIMB WALLS	HIDE IN SHADOWS	MOVE QUIETLY	OPEN LOCKS
1	85%	20%	20%	35%
2	87%	25%	25%	39%

17	—	+5%	+5%	+10%
18	—	+10%	+10%	+15%
19	—	+15%	+15%	+20%

Note: Subject to the GM’s discretion, no combination of adjustments can reduce a desperado’s chance of success in a thieving skill below 1% or increase it above 99%. In other words, there is always a small chance of success or risk of failure unless the GM decides the circumstances are exceptional.

DESPERADO SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFACTION, SPELLS FOR POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
1–4		14	16	13	12
5–8		12	15	12	11
9–12		10	14	11	10
13–16		8	13	10	9
17–20		6	12	9	8
21+		4	11	8	7

DESPERADO TO-HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOUR CLASS																					
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	
1–4	26	25	24	23	22	21	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5–8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	
9–12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	
13–16	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
17–20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	
21+	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

DOCTOR

Doctors are an eclectic mix of healer, sage, and magician. The doctor is an important member of every community, providing healing to the members of their community, studying and recording important

historical events, and conducting endless experiments in their private laboratories.



As their name would imply, the primary role of the doctor character class is to heal. However, their healing skills are not limited to simply bandaging wounds. They are also highly adept at resetting broken bones, performing minor surgeries (such as extracting bullets), curing diseases, neutralizing poisons, performing routine dental procedures, and other medical necessities. Some doctors who live in remote regions also earn supplemental income as barbers or blacksmiths.

Secondarily, the doctor is a walking, talking data repository. The ability of the doctor to learn and retain information far exceeds that of otherwise 'ordinary' peoples. This ability is manifest in their abilities to *decipher legend*, *know item*, and *decipher writing*; these skills are performed similarly to the same abilities exhibited by the Verméan Bard classes.

The doctor has other skills that most individuals in this profession try to keep hidden; the knowledge and skills to cast limited magic–user spells.

Only humans may become doctors.

THE DOCTOR CHARACTER

Minimum Scores:	Str 6, Dex 9, Con 6, Int 14, Wis 9, Cha 6
Hit Die Type:	d6 (max 10 hit dice)
Alignment:	Any neutral
Experience bonus:	None

Armor/Shield Permitted:	None
Weapons Permitted:	Any firearm less than 24–in long, any R&W melee weapon
Weapon Proficiencies:	1 every 3 levels
Penalty to hit for non–proficiency:	–3
Weapon Specialization:	N/A

Doctor Class Abilities

Healing: Skillful at healing all manner of physical damage to the human body through the use of liniments, poultices, ointments, and herbs. Through the careful application of these treatments, the doctor may immediately heal 1 hit point of damage, plus an additional 1 hit point of damage per round, for a number of rounds equal to the experience level of the doctor, as long as the doctor remains within physical reach of the target to receive healing.

These healing arts are regarded as prized secrets among doctors, and any doctor who knowingly reveals these secrets will lose 1 full experience level, adjusting their experience points to the minimum required for the next lower level.

Decipher legend and know item: The ability to determine an item's history and properties.[\[3\]](#)

Necromantic spell casting: Due to their high intellect, doctors can achieve low level spell casting abilities. Just as do magic–users, once acquiring the ability to cast necromantic spells, the doctor must carry a spell book with him at all times, and must recommit all spent spells to memory each evening.

Advanced Abilities

Cure disease: Upon attaining the 3rd level, doctors can use *cure disease*, as the clerical spell of the same name.

Neutralize poison: Upon attaining the 4th level, doctors can *neutralize poison*, as the clerical spell of the same name. At this level, the doctor can also create anti–venom to counter the effects of snake bites.

Decipher writings: Upon attaining the 3rd level, doctors may attempt to decipher writings.[\[4\]](#)

Magic item use: Upon attaining the 3rd level, doctors can use magical

devices allowed to clerics. Upon attaining the 6th level, doctors can use magical devices allowed to magic-users.

Band of Followers: At the 9th level of experience, the doctor attracts a band of followers that equals 50% of his reputation score (rounding down, never being less than 1). Although devoted to the doctor, if the doctor's reputation ever falls below 1, he will lose these followers forever, never attracting such a band again. See the table hereafter to determine the type of followers attracted.

DOCTOR LEVEL ADVANCEMENT

LEVEL	BASE EXPERIENCE POINTS REQUIRED	HIT DICE (D6)	NOTES	CASTER LEVEL	MAGIC-USER SPELLS/LVL
1	2	3			
1	0	1		0	— — —
2	2,250	2		0	— — —
3	4,500	3	Abilities to <i>cure disease, decipher writings</i> , use magic items allowed to clerics.	1	1 — —
4	9,500	4	Ability to <i>neutralize poison</i> .	2	1 — —
5	20,000	5		2	2 — —
6	40,000	6	Ability to use magic items allowed to magic-users.	3	2 — —
7	90,000	7		3	2 1 —
8	150,000	8		4	2 1 —
9	250,000	9	Doctor; attract a body of followers	4	2 2 —
10	500,000	10		5	2 2 —
11	750,000	10+3*		5	2 2 1

* Constitution-based hp adjustments no longer apply. Each level gained thereafter requires 250,000 additional experience points and gains 3hp.

* Doctors do not gain additional spells for having a high Wisdom attribute as do clerics.

DOCTOR SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW			
AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
1-5	11	15	14	13
6-10	10	14	13	12
11	9	13	12	11

0-10	9	13	13	11	10
11-15	7	11	11	9	8
16-20	5	9	10	7	6
21+	3	7	8	5	4

DOCTOR TO HIT TABLE

LEVEL ROLL REQUIRED TO HIT ARMOUR CLASS

	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
13-15	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
16-18	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
19+	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1

GUNSLINGER

The gunslinger belongs to an ancient brotherhood; who are at the same time law keeper, judge, jury, executioner, spiritual leader, and sage. Their true origins are lost to the time that birthed them. Their actual existence remains the stuff of legend, except to those who have had the good fortune (or ill fortune) to actually come face-to-face with one.

Their code of honor is of paramount importance to the gunslinger, and their rigid rules of behavior govern all their actions. These rules include, among others;

Showdown: A face-to-face showdown against an armed enemy is the highest honor one can bestow to the opponent. While any character can engage in a showdown, the gunslinger specializes in this form of combat. Refer to the **CONDUCTING A SHOWDOWN** section. Each showdown won by a gunslinger increases his *reputation* by +2, while each showdown lost by a gunslinger lowers the character's reputation by -2. Refusal to accept a showdown (except where the showdown is determined to be *unjust*), or, knowingly or unknowingly engaging in an *unjust* showdown lowers a gunslinger's reputation by -4.

Just Combat: Armed combat against other men can only occur if the opponent is adequately or likewise armed. Knowingly attacking an unarmed man will cost the gunslinger –1 point of *reputation*.

Protector of the Innocent: Protection of innocent women and children is demanded at all times (regardless of the gunslinger's alignment). Knowingly allowing harm to come to such individuals—either through action or willful inaction—will cost the gunslinger –1 point of reputation for each individual thus affected.

Rule of Law and Atonement: Whether Good, Neutral, or Evil, the gunslinger is constrained by his society's code of laws. Knowingly committing any act of chaos will lower the gunslinger's reputation by –5. A gunslinger guilty of this sin may ask for atonement from another gunslinger of at least 4 levels of experience higher than he, and of the same alignment. The form of atonement can be anything from a dedicated evening of meditation, to a month's journey into an unpopulated desert wasteland; the purpose of the atonement being a period of self-reflection and spiritual cleansing. This will restore 1d4 points of the gunslinger's reputation score once completed. Atonement will never raise a gunslinger's reputation more than that he had already achieved, and atonement may only be requested once per year.



Meditation: Meditation is required to calm the mind and steady the hand. This is an important aspect of the gunslinger's daily routine. Without a minimum of four hours of quiet reflection each day, the gunslinger will forfeit all of his class' special abilities for the following

day; performing as a normal fighter until such a time as he can engage in the required period of meditation.

Dwarfs, humans and minotaur may become gunslingers.

THE GUNSLINGER CHARACTER

Minimum Scores:	Str 9, Dex 12, Con 12, Int 9, Wis 12, Cha 6
Hit Die Type:	d8 (max 10 hit dice)
Alignment:	Any lawful
Experience bonus:	None
Armor/Shield Permitted:	None
Weapons Permitted:	Any R&W
Weapon Proficiencies:	2 every 4 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialization:	N/A

Gunslinger Class Abilities

Gunslingers are specialized fighters, and as such, they enjoy the following abilities;

Quick Draw: When using a revolver (outside of a showdown), the gunslinger always draws first, and has first initiative.

Secret Language: In addition to the common tongue, gunslingers speak their own secret language.

Showdown Expertise: The driving force behind the gunslinger's morality, is justice met out through one-on-one combat in the form of the showdown. A gunslinger's reputation is partially dependent on his knowing when and when not to engage in a showdown.

Advanced Abilities

Magic Item Use: Upon attaining the 6th level, gunslingers can use magical devices allowed to fighters.

Band of Followers: At the 9th level of experience, the doctor attracts a band of followers that equals 50% of his reputation score (rounding down, never being less than 1). Although devoted to the doctor, if the doctor's reputation ever falls below 1, he will lose these followers forever, never attracting such a band again. See the table hereafter to determine the type of followers attracted.

GUNSLINGER LEVEL ADVANCEMENT

LEVEL	BASE EXPERIENCE POINTS REQUIRED (D8)	HIT DICE	NOTES
1	0	2	
2	1,900	3	
3	4,250	4	
4	7,750	5	
5	16,000	6	Ability to use magic items allowed to fighters
6	35,000	7	
7	75,000	8	
8	125,000	9	Gunslinger; attract a body of followers
9	250,000	10	
10	500,000	10+3*	
11	750,000	10+6*	

* Constitution-based hp adjustments no longer apply. Each level gained thereafter requires 250,000 additional experience points and gains 3hp.

GUNSLINGER SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW					
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH		SPELLS FOR UNLISTED CATEGORIES
0		18	20	16	17	19
1-2		16	17	14	15	17
3-4		15	16	13	14	16
5-6		13	13	11	12	14
7-8		12	12	10	11	13
9-10		10	9	8	9	11
11-12		9	8	7	8	10
13-14		7	5	5	6	8
15-16		6	4	4	5	7
17-18		5	4	3	4	6
19+		4	3	2	3	5

GUNSLINGER TO HIT TABLE

LEVEL ROLL REQUIRED TO HIT ARMOUR CLASS

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10		
0	26	25	24	23	22	21	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
1	25	24	23	22	21	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	
7	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4		
8	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3		
9	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2		
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	

Optional Rule: Where a gunslinger of extremely high level or with many bonuses “to hit” actually requires a negative score to hit his target, then at the GM’s option, the negative score may be converted to a positive and applied as additional damage to the automatic hit, as long as the gunslinger is using a firearm.

For example, a 15th level gunslinger is attacking an opponent with an armor class of 10. Using the preceding table, the gunslinger requires a -4 “to hit” roll. This negative may be turned to a +4 damage on an automatic hit against his enemy.

BANDS OF FOLLOWERS

Use the following table to determine bands of followers for desperados, doctors and gunslingers (refer to the appropriate sub tables for each result);

CLASS	FOLLOWER ATTRACTED			
	DEMI-HUMAN	HUMANOID	SPECIAL	
Desperado	01–20	21–40	41–90	91–00
Doctor	01–20	21–70	71–90	91–00
Gunslinger	01–50	51–70	71–90	91–00

NPC SUBTABLE

NPCs will be of 1d4+1 experience levels.

D00	RESULT
01–05	Assassin
06–20	Cleric
21–25	Desperado
26–30	Doctor
31–55	Fighter
56–60	Jack-of-All-Trades†
61–70	Magic User
71–90	Thief
91–00	Verméan Monk†

* GM's will determine the race of the NPC according to those allowed by the class' permitted race options.

† Refer to the UÆO for information on this character class.

DEMI-HUMAN SUBTABLE

D4	RESULT
1	Enanô
2	Elfô
3	Duende
4	Hombrecitô

HUMANOID SUBTABLE

--

D4 RESULT

- 1 Ruined (human)
- 2 Desert Raider
- 3 Peludo (chimpanzee)
- 4 Peludo (blackback gorilla)

SPECIAL SUBTABLE**D4 RESULT**

- 1 Half-Gnoll*
- 2 Jackrabbit, giant†
- 3 Minotaur‡
- 4 Centaur†

* Class to be determined.

† This creature will allow itself to be used as a mount.

‡ Minotaur will use the PC race specifications described herein. Class determined as Assassin (01–20), Desperado (21–40), Fighter (41–60), Thief (61–80), Fighter/Thief (81–90), Fighter/Assassin (91–00).

LEVEL LIMITATIONS FOR STANDARD OSRIC RACES

The following table summarizes level limitations for standard OSRIC and UÆO races as they pertain to the player character classes introduced in this supplement:

LEVEL LIMITATIONS FOR STANDARD OSRIC RACES

PC CLASS OPTION	OSRIC RACES						UÆO RACES			
	DWARF	ELF	GNOME	HALFLING	HALF-ELF	HALF-ORC	HUMAN	DRAGON HORDLING	HALF-ORC; GOBLINESQUE	HALF-ORC; ORGRE
Desperado	10	7	6	6	12	9	U	N/A	7	N/A
Doctor	N/A	N/A	N/A	N/A	N/A	N/A	U	N/A	N/A	N/A
Gunslinger	9	N/A	N/A	N/A	N/A	N/A	U	N/A	N/A	N/A

SECONDARY PROFESSIONS

Gunslingers, bards (of any type), clerics, druids and paladins cannot obtain a secondary profession (SP), as their devotion to their primary profession will not leave adequate time to the learning of another skill

set. Some secondary professions require minimum scores of certain abilities in order to qualify. Each secondary profession will afford the character additional benign abilities. Some professions require a period of apprenticeship before attaining the full benefit mastering their chosen field. Characters may chose but a single secondary profession, although they may change professions at any time. Once a character changes professions, they may no longer advance their skills in that profession. However, they may continue to utilize those skills obtained up to that point.

Characters advance in secondary professions much as they would in their class; by acquiring a set number of secondary profession experience (SPE) points. These points (as awarded by the GM at a time of her choosing) are split between the character class experience and the secondary profession at the discretion of the player. For instance, a desperado character (who has a secondary profession as an apprentice blacksmith) is awarded a total of 5,000 experience points by the GM at the conclusion of an adventure. The player may choose to add all of the points to his desperado class, a portion to his desperado class, and the remainder to his apprentice blacksmith profession, or, he may choose to apply all the experience award to his apprentice blacksmith profession (thus advancing to journeyman blacksmith faster).

In most circumstances, the example secondary professions discussed below provide nothing more than color to your characters' playability, and a small amount of extra coin to spend in the local town. A few of the example secondary professions provide a benign, usable skill set to add to your characters' arsenal of abilities.

GM's are encouraged to develop their own period-appropriate professions using the models below as suits their game needs.

- **Banker, teller;** a bank teller understands the daily responsibilities of handling large sums of cash. Due to the teller's direct contact with bank customers on a daily basis, the teller is experienced in identifying desperados and thieves on sight with 50% accuracy. This ability grows by 2% per SPE level once having adopted the teller profession. A bank teller will earn 2 sp per SPE level per week.

Prerequisite; intelligence 9

SPE/level; 500

- **Banker, manager;** having proved oneself as a bank teller, the manager is even more skilled in identifying desperados and thieves, improving their ability by 5% per SPE level achieved once having adopted the bank manager profession. A bank manager will earn 2 gp per SPE level per week.

Prerequisite; intelligence 12, 4 SPE levels as bank teller

SPE/level; 1,000

- **Blacksmith, apprentice;** an apprentice is contractually obligated to serve below a journeyman blacksmith for a period of not less than two years. The apprentice is capable of shoeing horses, fabrication of simple hardware (nails and screws for instance), and tools (hammers for instance). An apprentice blacksmith will earn 5 cp per SPE level per week.

Prerequisite; strength 9

SPE/level; 500

- **Blacksmith, journeyman;** a journeyman blacksmith is a self-employed smith, usually found in towns having fewer than 1,000 permanent residents. A journeyman is capable of larger, more complex smithing assignments, such as knife and sword fabrication, as well as household items such as stoves. A journeyman must work under the supervision of a master blacksmith and earn 4 SPE levels in order to advance to the level of a master smith himself. A journeyman blacksmith will earn 5 sp per SPE level per week.

Prerequisite; strength 12, 2 SPE levels as apprentice blacksmith

SPE/level; 1,250

- **Blacksmith, master;** a master blacksmith is capable of executing any smithing project expected of him, as long as he has the proper tools and materials. A master blacksmith will earn 1 gp per SPE level per week.

Prerequisite; strength 14, 4 SPE levels as journeyman blacksmith

SPE/level; 2,000

- **Butcher;** a butcher understands the anatomy of most mortal creatures; at least in terms of properly disemboweling and bleeding out carcasses without spoiling the meat, and cutting through joints and bones. In practice, a butcher will earn 1 sp per 100 SPE points

week.

Prerequisite; strength 9, constitution 9

SPE/level; 500

- **Carpenter, apprentice;** an apprentice works in the service of a journeyman carpenter for a period of not less than two years (or, 2 SPE levels). An apprentice is capable of creating minor projects, such as a stool or a book shelf. An apprentice carpenter will earn 5 cp per SPE level per week.

Prerequisite; strength 6, dexterity 9

SPE/level; 500

- **Carpenter, journeyman;** the journeyman carpenter is capable creating and repairing any of a myriad of wooden products. A journeyman carpenter will earn 5 cp per SPE level per week.

Prerequisite; strength 9, two SPE levels as apprentice carpenter

SPE/level; 1,500

- **Cooper;** barrel makers understand the preparation of materials and construction of barrels and buckets of all types. A cooper will earn 15 cp per SPE level per week.

Prerequisite; strength 6

SPE/level; 750

- **Farmer;** the farmer can grow any type of fruit, vegetable, or consumable tuber. The farmer can also identify all forms of non-fantastical, ingestible plant life. A farmer will earn 5 ep per SPE level per month.

Prerequisite; strength 9

SPE/level; 500

- **Gambler;** the professional gambler earns his living through games of chance. A gambler has a 50/50 base chance to loose or earn 1d10 gp for each 6 turns (1 hour game time) spent gambling. This is adjusted according to the following table. To determine a gambler's losses/earnings, roll d% every 6 turns played (1 hour game time);

D00 GAMBLER SPE LEVEL					
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1-2	3-4	5-6	7-8	9-10	11+
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01–05	-3d10‡	-2d10(-5)‡	-2d10‡	-1d10(-5)	-1d10	-1d10§
06–10	-2d10(-5)‡	-2d10	-1d10(-5)	-1d10	0	0
11–15	-2d10	-1d10(-5)	-1d10	0	0	0
16–25	-1d10(-5)	-1d10	0	0	0	+1d10
26–35	-1d10	0	0	0	+1d10	+1d10(+5)
36–50	0	0	0	+1d10	+1d10(+5)	+2d10
51–65	0	0	+1d10	+1d10(+5)	+2d10	+2d10(+5)
66–80	0	+1d10	+1d10(+5)	+2d10	+2d10(+5)	+3d10
81–90	+1d10	+1d10(+5)	+2d10	+2d10(+5)	+3d10	+3d10(+5)
91–98	+1d10(+5)	+2d10	+2d10(+5)	+3d10	+3d10(+5)	+4d10*
99–00	+2d10	+2d10(+5)	+3d10	+3d10(+5)*	+4d10*	+5d10†

* Roll d% again. If the result is 50–65, double the winnings indicated. If the result is 66–80, triple the winnings indicated. If the result is 81–95, quadruple the winnings indicated. If the result is 96–99, quintuple the winnings indicated. If the result is 00, winnings indicated × 10.

† Roll d% again. If the result is 26–65, double the winnings indicated. If the result is 81–95, quadruple the winnings indicated. If the result is 96–99, quintuple the winnings indicated. If the result is 00, winnings indicated × 20.

‡ Roll d% again. If the result is 01–50, triple the losses indicated.

§ Roll d% again. If the result is 01–75, losses indicated × 10.

Note: Gamblers who lose more than they can pay back are subject to immediate attack or arrest. Gamblers who win big in a small town, are subject to attack or burglary. GMs shall determine what constitutes a “big win.”

Prerequisite; intelligence 9

SPE/level; 500

- **Jeweler/Lapidary;** the jeweler/lapidary is an expert in the manufacture of fine jewelry and the identification of precious and semi-precious stones. At higher levels, the jeweler/lapidary can also make repairs to wrist and pocket watches. At very high levels, the jeweler can design and manufacture pocket watches.

Jewelry created by this craftsman is valued at 1d10 gp per SPE level × 1d4. This is adjusted by the value of the metal (copper, silver, electrum, gold, or platinum); copper × 1–3, silver × 1d4, electrum × 1d4+1, gold × 2d4, platinum × 3d4.

The lapidary can correctly identify the value of precious and semi-precious stones with an accuracy dependent on their SPE level. This accuracy is 20% for each 2 SPE levels, to a maximum of

99% accuracy.

Prerequisite; dexterity 9, intelligence 12

SPE/level; 750

- **Leathersmith;** a leathersmith specializes in the fabrication of all manner of leather goods (save garments, which is the domain of a seamstress), including saddles. A leathersmith will earn 10 sp per SPE level per month.

Prerequisite; none

SPE/level; 500

- **Lepus Wrangler;** the lepus wrangler breaks gigantic jackrabbits and trains them to carry a rider. This training takes 18 months per animal. A lepus wrangler will earn 1,000 gp on the completion of each animal trained.

Prerequisite; strength 9, intelligence 9, charisma 12

SPE/level; 750

- **Locksmith;** the locksmith is an expert at repairing locks, and recreating keys for locks. Locksmiths can open locks as a thief equal to his SPE level. A locksmith will earn 10 sp per SPE level per week.

Prerequisite; dexterity 9, intelligence 9

SPE/level; 250

- **Prostitute, streetwalker;** Streetwalkers have a better than average chance of being assaulted during any given night's 'work.' To determine whether or not a streetwalker does get assaulted, she must roll a saving throw versus death. With a successful save she has a 25% probability of suffering 1d6 hit points of damage. On a failed save versus death, she will suffer 3d8 hit points of damage. A streetwalker will earn 5 cp per SPE level per night.

Prerequisite; female

SPE/level; 500

- **Prostitute, saloon girl;** saloon girls have a somewhat lesser chance of being assaulted during any given night's 'work' than would a streetwalker. To determine whether or not a saloon girl does get assaulted, she must roll a saving throw versus death at +2.

With a successful save she has a 25% probability of suffering 1d4 hit points of damage. On a failed save versus death, she will suffer 3d6 hit points of damage. A saloon girl will earn 5 sp per SPE level per night.

Prerequisite; charisma 9, 1 SPE level as a streetwalker

SPE/level; 750

- **Prostitute, escort;** escorts are protected at all times, and do not risk assaults as do other prostitutes. An escort will earn 15 ep per SPE level per night.

Prerequisite; charisma 12, 2 SPE levels as a saloon girl

SPE/level; 1,500

- **Rancher, cattleman;** the rancher raises, breeds and sells livestock. As a function of their job, ranchers also experts in the use of a the lasso, getting a +1 “to hit” for every 5 SPE levels attained as a rancher. A rancher will earn 10 gp per SPE level per month.

Prerequisite; strength 12, constitution 9

SPE/level; 500

- **Teacher, schoolmarm;** a teacher of children to the age of 16. The schoolmarm, despite having an average intelligence, is capable of reading and conversing in at least two languages, not of her native tongue, and can learn one additional language for every three levels of experience. A schoolmarm will earn 5 sp per SPE level per week.

Prerequisite; intelligence 9

SPE/level; 500

- **Teacher, tutor;** a more dedicated instructor than a schoolmarm, the tutor is able to learn one additional language for every two levels of experience attained. Further, a tutor is able to increase the intelligence of a third party through dedicated, daily instruction. However, this benefit comes at sometimes hefty prices, with some tutors charging as much as 1,000 gp per point of intelligence gained. A tutor will earn 10 sp per SPE level per week.

Prerequisite; intelligence 12, 2 experience levels as schoolmarm

SPE/level; 750

- **Wainwright;** a wainwright or *cartwright* is a trades person skilled in

the making and repairing of wagons and carts. A character with this secondary profession will be able to perform repairs to all forms of wagons or carts, as long as the necessary tools and materials are available. A wainwright will earn 5 gp per SPE level per month.

Prerequisite; intelligence 9

SPE/level; 500

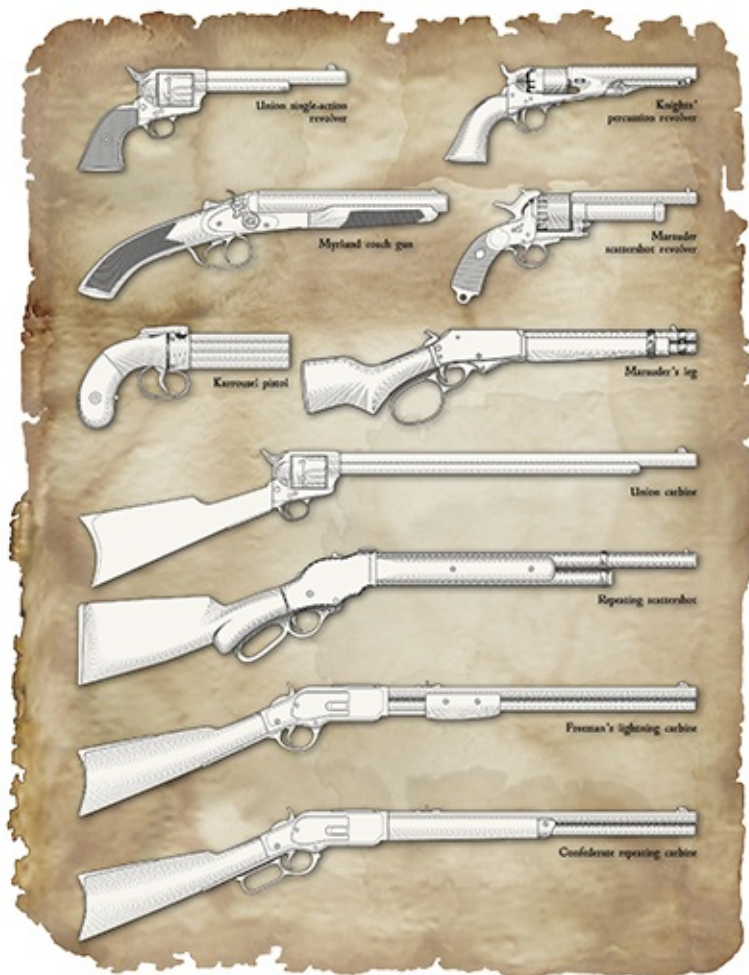
- [1] Note that reputation is not unique to *Discordant West* characters, high-fantasy characters also benefit and suffer from the consequences of his reputation score.
- [2] Refer to the UÆO for additional information on the bardic classes.
- [3] *Decipher legend* and *know item* abilities are identical to the bardic abilities describe in the UÆO.
- [4] The decipher writings ability is identical to the bardic ability describe in the UÆO.

Weapons & Combat

An armed society is a polite society.

—Robert Heinlein

FIREARMS



Much of the Discordant West is wild and lawless, thus, carrying a firearm is a matter of personal safety and self-defense. Even small towns will have a gunsmith who will buy, sell, and repair firearms, and large cities will have establishments capable of making custom firearms with special features and decorative embellishments. The

cost to repair or manufacture firearms is left solely to the discretion of the GM. However, the type of gunsmith enlisted to perform the work will directly impact the firearm's performance and reliability.

Master Gunsmith: A weapon serviced or created by a master gunsmith has a normal opportunity of suffering a misfire or hang fire (see the following section on **MISHAPS**). Master gunsmiths can be found only in cities where the population within the city limits is in excess of 5,000 permanent residents. This person will employ 1d6 journeyman gunsmiths, each of whom will have an apprentice. Only one master gunsmith will operate in a city at any given time.

Journeyman Gunsmith: A weapon serviced or created by a journeyman will suffer a misfire or hang fire on an adjusted "to hit" roll of 1–3 (see the following section on **MISHAPS**). A journeyman servicing a firearm under the supervision of a *master gunsmith* reduces the chances of misfire or hang fire to 1–2 on an unadjusted "to hit" roll. Journeyman gunsmiths can be found in towns where the population within a 10 mile radius of the town is no less than 2,500 residents. Up to four journeyman gunsmiths will operate in such a town at any given time, unless they are supervised by a master gunsmith (see above). Each journeyman will employ a single apprentice.

Apprentice Gunsmith: A weapon serviced or created by an apprentice will suffer a misfire or hang fire on an adjusted "to hit" roll of 1–5 (see the following section on **MISHAPS**). An apprentice servicing a firearm under the supervision of either a journeyman or master gunsmith reduces the chances of misfire or hang fire to 1–3 on an unadjusted "to hit" roll. Apprentice gunsmiths can be found anywhere there is a journeyman to employ them.

It is not unusual for unscrupulous journeyman or master gunsmiths to charge their full fee, pay an apprentice a lesser amount to execute the work, and pocket the difference. Characters must use caution when purchasing these services.

AMMUNITION

For the purpose of simplicity, this text makes no distinction between differing weapon caliber. Therefore, firearms are detailed in three different categories; cartridge, percussion cap, and scattershot (buckshot).

FIREARMS

WEAPON TYPE	DAM VS. SMALL OR MEDIUM	DAMAGE VS. LARGE	RATE OF FIRE (SHOTS/RND)	RANGE –2 “TO HIT” PER INCREMENT	ENCUMBRANCE	COST (GP)
Boomerang (returning)	1d4+1	1d4	1/2	40–ft	1	5 sp
Boomerang (throwing stick)	1d6	1d6	1	80–ft	1	5 sp
Sling shot	1–3	1d4	2	35–ft	1	7 sp
Firearms						
Bullman’s Blunderbuss	3d10	3d8	1/2	20–ft	10	2,000+
Confederate repeating carbine	1d8	1d8	2	240–ft	9	1,250
Freeman’s lightning carbine	1d8	1d8	2	240–ft	7	1,250
Karrousel pistol	1d4§	1–3§	1	10–ft	4	100
Knights’ percussion revolver	1d6	1d6	2	40–ft	4	300
Marauder’s Leg	2d4	1d8	2	120–ft	6	500
Marauder Scattershot Revolver (percussion cap)	1d6	1d6	2	30–ft	5	650
Marauder Scattershot Revolver (scattershot cartridge)	2d4‡	2d4‡	1	15–ft	5	650
Myrlund coach gun	2d8†	2d6†	2	20–ft	6	750
Repeating scattershot	3d6*	2d8*	1	60–ft	10	1,500
Union carbine	1d8	1d8	2	180–ft	8	900
Union single–action revolver	1d8	1d8	2	120–ft	5	1,000

* A successful “to hit” roll within 40–ft of the target results in double the damage rolled.

† A successful “to hit” roll within 20–ft of the target results in double the damage rolled.

‡ A successful “to hit” roll within 15–ft of the target results in double the damage rolled.

§ A successful “to hit” roll within 10–ft of the target results in double the damage rolled.

Note: Undead greater than Type 6 (ghost, etc.) are not affected by normal bullets, and may only be harmed by ammunition that has had a *bles* spell cast upon it, or are made of silver. Ammunition that has been dipped in holy water, or plated in silver, inflict one–half the damage rolled. Creatures from the Outer Planes of Existence and having more than 8 hit die, or undead greater than Type 11 (ghost, etc.) are not affected by firearms at all.

Note: All firearms can be wielded as clubs, inflicting either 1d4 hit points of damage

(revolvers), or 1d6 hit point of damage (rifles). On an unadjusted “to hit” roll of ‘20’ during such an attack, damage inflicted will be 2 × the maximum possible, however, there is also a 50% probability that the weapon will become damaged, and rendered non-functional due to the force of the blow.

Confederate repeating carbine: A versatile, long-barreled, lever-action rifle. Its rapid re-loading rate (1 round to fully reload the magazine), and the fact that it holds fifteen cartridges, makes it a truly deadly weapon in the hands of a skilled marksman.

Freeman’s lightning carbine: A slide-action (or, pump-action) rifle. The slide-action pump allows for fast rechambering of the next cartridge. The magazine holds 12 rounds. Reloading the carbine takes 2 rounds.

Karrousel pistol: A 6-barreled repeating hand-gun where the barrels are grouped around a central axis. The karrousel uses percussion caps similar to the Knights’ percussion revolver, and can use the same foil or combustible paper cartridges that the percussion revolver uses. The primary attraction to this small weapon is the ability to easily conceal it upon one’s person. The karrousel takes 2 full rounds to reload.

Knights’ percussion revolver: A precursor to the single-action revolver, the percussion revolver load consists of metallic foil cartridges, or combustible paper cartridges, either combination being ignited by a fulminate percussion cap applied to the nipples at the rear of the chamber. The percussion revolver can hold four shots before requiring re-loading. Reloading the revolver takes 2 rounds.

Marauder’s leg: A short-barreled carbine, the marauder’s leg is a highly prized firearm by a desperado, more for the reputation the weapon suggests than for the damage it may necessarily inflict. The weapon is frequently holstered in a long, leather scabbard worn on the upper leg; hence the gun’s name. The 18-in long magazine can hold nine .45 caliber rounds, and can be reloaded in 1½ rounds.

Marauder scattershot revolver: This unique weapon is a percussion cap revolver, which features an unusual secondary smooth-bore barrel capable of firing buckshot (scattershot).

The distinguishing characteristic of the marauder revolver is that its 9-shot cylinder revolves around a separate central barrel of larger caliber than the chambers in the cylinder proper. The central barrel is smoothbore and functions as a short-barrelled scattershot with the

shooter selecting whether to fire from the cylinder or the smoothbore barrel by flipping a lever on the end of the hammer.

The revolver requires use of standard percussion cap ammunition, as well as specially designed scattershot cartridges, used only in this revolver design. The revolver holds nine percussion caps, and a single scattershot shell. Reloading the percussion caps takes 2 full rounds, while loading the scattershot shell takes 1/2 round.

Myrlund coach gun: A coach gun is a double-barrel scattershot rifle, generally with barrels approximately 18-in long, and placed side-by-side. The name comes from the use of such shotguns on stagecoaches. The gun holds 2 shells before requiring reloading. Reloading the coach gun takes 1/2 round.

Repeating scattershot: This devastating repeating scattershot is a generic lever-action shotgun, capable of holding 5 shells before reloading. Reloading the rifle takes 2 rounds.

Union carbine: This 5-shot firearm is essentially a standard revolver, with a long barrel and extended stock. Although the longer barrel provided for more accuracy, the weapon requires 2 full rounds to reload.

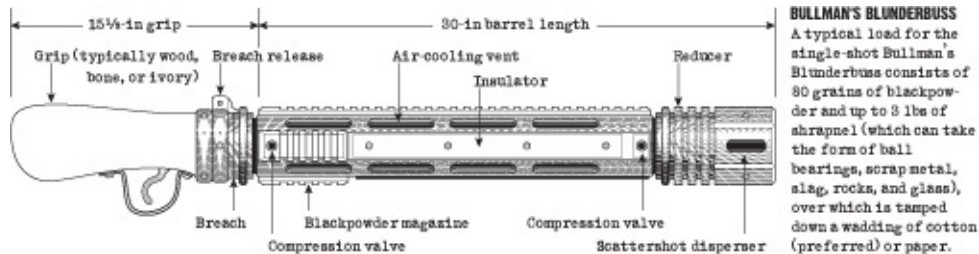
Union single-action revolver: This 5-shot hand-held revolver is the preferred firearm of gunslingers. Reloading the revolver's cartridges takes 1 round.

Bullman's Blunderbuss

In addition to the weapons used by minotaur in high-fantasy settings, minotaur in the Discordant West also employ a large, single-barreled, shotgun-like weapon known as a ***bullman's blunderbuss***.

Manufactured exclusively by the minotaur for use by others of their race, purchasing one from a minotaur clan is very nearly impossible, and when such a sale does occur, the buyer will spend in excess of 2,000 gp acquiring the weapon. Although the gun has an effective range of just 20-ft, the 3d10 hit points of damage it inflicts is very nearly fatal whenever it is used. The weapon is so heavy, and the recoil it creates so powerful, that a minimum 16 strength is required to use the weapon (non-minotaur characters attempting to wield the weapon with a strength below 16 will suffer a -2 "to hit" penalty, while a non-minotaur character with a 17 or better strength will suffer a -1 "to hit" penalty).

Blunderbuss ammunition consists of a tightly packed blackpowder charge, over—which is tamped a large wad of paper containing a fist-sized ball of metal shrapnel, stones, and glass. As with other firearm ammunition, the blackpowder used in the blunderbuss must be found, though the ammunition itself can take forms of found objects.



COST OF AMMUNITION

For the sake of simplicity, firearms in R&W use one of three kinds of ammunition; percussion cap, cartridge, or scattershot shells. Cost for each is shown below;

Percussion cap; 2 sp/dozen

Cartridge 1 gp/dozen

Scattershot 5 gp/score

AIMING

Sometimes the only thing keeping you out of a pine box is a carefully placed shot. If there is a possibility of hitting more than one target (i.e. firing into a group), the attacker may take a -4 penalty to his "to hit" roll in order to specify a particular target. The character must declare the target of the gunshot before making the attack.

Furthermore, a character using a firearm can take careful aim before firing to improve the chance of hitting the target. This results in a bonus to the "to hit" roll, provided that the gunshot is fired in the following round at the target of the aim. The attacker must be pointing the firearm at the target, and may not perform any other actions during the round. The attacker may not look at anything but the target for the entire round. If the attacker is on horseback, the mount must not be moving. If the target moves out of sight, or the attacker takes damage or is otherwise interrupted, any "to hit" bonus is lost.

Careful aim provides a +1 bonus for handguns, and a +2 bonus for long arms. If the weapon is braced against a solid object, such as a windowsill or a trough, these bonuses are increased by an additional

+1. Aiming provides no bonus to scattershot weapons. If the target is within a group, the -4 “to hit” penalty described above is still in play as well.

FIREARM DAMAGE

All gunshot attacks deal physical damage. Players may not choose to inflict subdual damage with a gunshot.

Firearms may also be wielded as clubs, referred to as a pistol-whip. Pistol-whipping inflicts 1d4 hit points of damage for handguns (e.g. revolvers), or 1d6 hit point of damage for long arms (e.g. rifles). Pistol-whipping may inflict physical or subdual damage, at the character’s option.

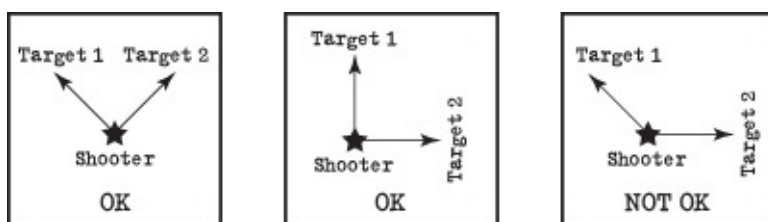
Sometimes a well-placed pistol-whip can knock out an opponent. When a character successfully attacks with surprise pistol-whips from behind, the target must save vs. petrification or be rendered unconscious for 2d4 rounds. This silent take-down can only be detected by a successful hear noise check. If the target makes the saving throw, he takes normal damage from the pistol-whip.

Proficiency in a firearm allows the character to use the weapon for both gunshot or pistol-whipping.

USING TWO FIREARMS SIMULTANEOUSLY

Characters with a dexterity attribute of at least 16 may use an allowed firearm simultaneously in each hand. In doing so, the attacker with a dexterity of 16 will be at -2 “to hit” with both weapons. PC’s with a dexterity of 17 will be at -1 “to hit” with both weapons. PC’s with a dexterity of 18 or greater will suffer no “to hit” penalty.

In such an attack, the attacker may target two separate enemies, as long as the targets are not separated by more than 90 degrees, centered on the shooter. Further, neither target can be positioned behind the shooter.



The shooter will be limited to short barreled hand guns, such as;

Knights' percussion revolver, Marauder scattershot revolver, Myrlund coach gun, karrousel pistol, and Union single-action revolver, though they may be used in any combination desired.

THE KILL SHOT

Firearms are inherently more deadly than high fantasy weapons. Each gunshot has a chance of striking a vital organ and inflicting an instant kill. Whenever a "to hit" roll using a firearm results in an unadjusted die roll of 20, the attack hits the target regardless of the target's AC. The target must then make a saving throw vs. death. On a failed saving throw, the target is immediately reduced to 0 hit points, and continues losing 1 additional hit point of damage per round due to internal bleeding, until dead or healing is administered. If the target rolls a successful save, immediate reduction to 0 hit points is avoided, however the gunshot inflicts maximum weapon damage.

Creatures requiring silver weapons to be damaged may be slain by the "kill shot" if the attacker is using a silver bullet in the attack.

MISHAPS: HANG FIRES AND MISFIRES

Being complex mechanical devices, firearms are prone to *mishaps*. Whenever a "to hit" roll for a gunshot results in an unadjusted die roll of 1, the gun does not immediately fire. When this happens, the GM rolls 1d12 to determine whether it is a *hang fire* or a *misfire*.

A result of 1–3 indicates the gun has hang fired, and will go off in the round indicated on the die (e.g. on a 2, the gun will fire in 2 rounds). If the character is pointing it at a target, he must make a "to hit" roll against the target's AC as normal. If the character is not pointing the gun at anything in particular, the recipient of the attack is random. If the character attempts to clear the chamber, the cartridge will explode, dealing its damage to the character.

A result of 4–12 indicates the gun has misfired, meaning that the cartridge is a dud, or has been loaded into the firing chamber incorrectly. The character must spend one round clearing the chamber before the gun may be fired again.

It is important to note that during the three rounds following a firearm mishap, the character will not know whether it is a misfire or a hang fire. It is therefore best to keep the gun trained on a safe target. If the character is in a hurry to get off another shot, he can attempt to

clear the chamber, but this is very risky indeed!

CONDUCTING A SHOWDOWN

The showdown is the iconic face-off from the Old West; two men square-off in the middle of a small town's dusty street, separated by one hundred feet (or less), armed with nothing but a six-shooter and their courage. A showdown is the ultimate in honorable combat.

The order of events in a showdown is as follows;

1. Establish "first draw": "first draw" is determined by both combatants rolling 1d20 simultaneously. All combatants get a modifier to their roll according to their reputation, and dexterity bonus (if any). The higher roll wins "first draw." A unadjusted die roll of 20 by a non-gunslinger vs. a gunslinger always achieves "first draw." Matching rolls always results in a push (except where the non-gunslinger has rolled an unadjusted 20 vs. a gunslinger as described above).

2. Determine successful hits: The combatant who wins "first draw" rolls a "to hit" vs. the base AC of the target (ignoring any defense bonuses from non-magical armor or dexterity). On a successful "to hit" roll, damage is rolled and applied immediately. If the second combatant survives the attack, he rolls a "to hit" vs. the base AC of the target. This "to hit" roll suffers a "last draw" penalty equal to the amount damage the combatant sustained from the first attack, to a maximum of -5 and a minimum of -1 (if no damage). If he succeeds, he rolls and applies damage to his opponent.

In the case of a push, neither opponent suffers the "last draw" penalty, and all damage is applied simultaneously. Thus, it is possible for two combatants to kill each other during a showdown.

Gunslingers receive a bonus to their showdown "to hit" rolls based on their experience levels, to a maximum of +5.

Long arms and scatter-shot weapons are not allowed during a showdown (being considered "illegal" for the purposes of a showdown); only handguns may be employed (i.e., Union single-action revolver, Knight's percussion revolver, and similar weapons). Use of an illegal weapon would constitute an *unjust* showdown (see hereafter for possible repercussions).

3. Determine winner: Winning a showdown need not result in the

death of either opponent; the victor will be determined simply by the amount of damage inflicted; he who suffers the most damage loses the showdown. If both opponents suffer the same amount of damage, the showdown is declared a draw. A draw will not affect either opponent's reputation score. As a showdown allows only a single gunshot per opponent, it is possible that neither will suffer any damage, in which case, the showdown is also considered a draw.

Examples of Conducting a Showdown

The following examples illustrate how the showdown may play-out in an actual game;

Gunslinger vs. Gunslinger

Duke McAllister, 5th level gunslinger (+5 "to hit"), reputation 3, dexterity 17 (+2 "to hit"), 15 hit points.

Jesse "the Kid" Scranton, 7th level gunslinger (+7 "to hit"), reputation 5, dexterity 14, 21 hit points.

Both men are using Union single-action revolvers and are standing 100-ft apart (no "to hit" penalty, since it is within the 120 ft range increment for the revolver).

1. Establish first draw: Both players roll 1d20 simultaneously; Duke's roll receives a +5 bonus (+3 reputation, +2 dexterity), The Kid's roll is also modified by +5 (+5 reputation, +0 dexterity).

Duke throws $13 + 5 = 18$. The Kids throws $11 + 5 = 16$. Duke wins "first draw."

2. Determine successful hits: Since the Kid's base AC (ignoring bonuses from non-magical armor and dexterity) is 10, and Duke is 5th level, he must roll a minimum of 6 to hit the Kid. Duke rolls a 14 on his "to hit" attempt, which is adjusted by +2 for his dexterity attribute and +5 for his experience level, resulting in a $(14+2+5)$ 21 "to hit" score. The Kid is struck and suffers 7 hit points of damage.

Now it's the Kid's turn. Since Duke's base AC is 10, and the Kid is 7th level, he must roll a minimum of 4 to hit Duke. The Kid rolls a 15 on his "to hit" attempt, which is adjusted by -5 for the damage inflicted by Duke's successful shot and +7 for his experience level, resulting in a $(15-5+7)$ 17 "to hit" score. Duke is struck, and suffers

3 hit points of damage.

3. Determining winner: Since Duke inflicted 7 hit points, and the Kid only inflicted 3 hit points, Duke is the victor. Duke gains 1 point of reputation and the Kid loses 1 point of reputation.

Gunslinger vs. Non-Gunslinger

“Poker” Sally Olsen, 6th level gunslinger, reputation 2, dexterity 13, 15 hit points.

Lars Hayden, 9th level desperado, reputation 1, dexterity 18 (+3 “to hit”), 25 hit points.

Poker Sally is using a Union single-action revolver, and Lars is using a Myrlund coach gun. They are standing 40 ft apart, resulting in a -2 range penalty to Lars’ “to hit” roll (the range increment of a coach gun being 20 ft).

1. Establish first draw: Both players roll 1d20 simultaneously; Poker Sally’s roll receives a +2 bonus (+2 reputation, +0 dexterity), Lars’ roll gets a +4 bonus (+1 reputation, +3 dexterity). Poker Sally rolls $12 + 2 = 14$, while Lars rolls $13 + 4 = 17$. Lars wins “first draw.”

2. Determine successful hits: Lars rolls a natural 20 on his “to hit” attempt, which is a kill shot. Poker Sally makes her saving throw vs. Death, so she is still alive, but she suffers the maximum damage from the coach gun, which is 12 hit points (2d6). She is down to 3 hit points, but still kicking.

Poker Sally gets a 4 on her “to hit” roll, adjusted by +6 for her experience level, resulting in a 10 “to hit” score, which exceeds the 5 that she needs to hit Lars (since Lars’ unadjusted AC is 10 and Poker Sally is 6th level). Lars is struck, and Poker Sally rolls 1 hit point of damage.

3. Determining winner: Lars, having inflicted 12 points versus Poker Sally’s 1 point, wins the showdown. Sally loses 1 reputation point, and Lars gains a point of reputation.

Note that in this example scenario, Lars is using a Myrlund coach gun, which is a form of scattershot firearm, thus making this an *unjust* showdown. However, as Lars is a desperado, no reputation penalty need be levied against him. However, this is up to the GM’s discretion and the situation leading up to the showdown.

Non-Gunslinger vs. Non-Gunslinger

James “Jimmy Boy” Tucker, 9th level desperado, reputation 0, dexterity 13, 25 hit points.

Dr. William “Doc” Frost, 5th level doctor, reputation 3, dexterity 17 (+2 “to hit”), 12 hit points.

Both men are using Karousel pistols and are standing 25-ft apart (–4 “to hit” penalty, since the range increment of a Karousel pistol is 10 ft).

1. Establish first draw: Both players roll 1d20 simultaneously; Tucker’s roll receives no bonus (+0 dexterity); Doc’s roll gets a +2 bonus (+2 dexterity). Tucker gets a 12, and Doc gets a 10 + 2 = 12. The result is a push, so both combatants will fire simultaneously.

2. Determine successful hits: Tucker rolls an 18 on his “to hit” attempt, which exceeds the 6 needed to hit Doc. He rolls for damage and gets a 3. At the same time, Doc rolls a 1 on his “to hit” attempt, which is a mishap, so he does no damage. The GM must now roll 1d12 to determine the nature of Doc’s firearm mishap (misfire or hang fire). Either way, the gun did not fire during the showdown, so Doc inflicts no points (although he may yet wound Tucker, if his gun hang fires in the next few rounds).

3. Determining winner: Since Tucker inflicted 3 points of damage and Doc inflicted none, Tucker wins. Doc loses 1 reputation point, and Tucker gains a point of reputation.

Experience Award for Showdown Victory

Victors of showdowns are awarded experience points based on the experience level of their adversary. This amount of experience is 100 points per experience level of the defeated opponent, doubled if the losing opponent is a gunslinger.

Victors defeating an opponent more than 5 experience levels higher than themselves have the experience award tripled.

Victors taking part in a showdown in which their actions are judged to be *unjust*, or against opponents who are more than 5 experience levels below themselves, gain no experience points.

FIREARMS VS. ARMOR

Most types of non-magical armor provide no protection against firearms. However, full plate armor will provide complete protection against the Marauder scattershot revolver (scattershot barrel only), the repeating scattershot rifle, the coach gun, and the karrousel pistol, when the attack is executed beyond the shortest range of the weapon (15-ft, 60-ft, 20-ft, and 10-ft respectively), effectively rendering the weapon useless against the armor-wearing defender. Otherwise, plate armor is to be considered AC 4 vs. all firearms regardless of the distance.

Only magical armors (and other magical defences; rings, bracers, cloaks, etc.) behave as their indicated armor class rating.

MELEE WEAPONS & OTHER DEVICES

MELEE WEAPONS

WEAPON TYPE	DAM VS. S OR M	DAMAGE VS. L	ENCUMBRANCE	COST (GP)
Bayonet*	1d6	1d6	1	1 gp
Bowie Knife†	1d4+2	1d4	2	6 gp
Saber, military	1d8	1d8	5	10 gp
Whip, bull (20-ft long)‡	1d4	1-3	1/2	5 gp

* Must be attached to a carbine or repeating rifle, otherwise the bayonet can function as a dagger.

† A broad bladed, single-edged, knife approximately 12 inches long and 4 to 5 inches wide.

‡ Bull whips can also be used to entangle the feet of an opponent, disarm an opponent, or perform similar acts of agility. GM's should use their own discretion in determining the appropriate "to hit" probability in each circumstance.

BOOMERANG

This hand-thrown weapon comes in two varieties; returning and non-returning (also called a *throwing stick*). A returning boomerang requires not only distance, but vertical climb in order to return to the thrower. This vertical climb requirement is equal to the distance being thrown. Characters must save versus dexterity (adjusted by +1 per experience level and missile bonus due to high dexterity, if any) in order to catch the returning weapon. The weapon can only be thrown once every other round, as the thrower waits for the return flight. Returning boomerangs can also be customized to hold small thin

blades of metal or stone on the edges which inflict an additional 1 hit point of damage on a successful “to hit” roll. Boomerangs which strike their target will not return to the thrower.

Throwing sticks are essentially a streamlined and weighted club, that is designed to travel as straight as possible so that it can be aimed and thrown with great force and accuracy to bring down game and enemies. The stick can also be used as a hand-held, club-like weapon.

Either variety of boomerang can be made of hardwoods, bone, or ivory, and are frequently carved and painted in elaborate designs.

LASSOS

A lasso is a length of stiff rope with a loop at one end. When thrown over a target and pulled, the loop constricts and tightens. This act is called “roping,” and is most typically used to catch livestock. Often the other end of the rope is tied around a saddle horn to prevent the roped animal from escaping.

Any desperado, doctor or gunslinger can fashion a hemp rope into a lasso in 1 round. Roping is a missile attack against the target’s unarmored AC. If successful, the target is restrained and unable to escape, although it can move about within the radius of the rope. It cannot wield a two-handed or large weapon (such as a sword or bow), but can use a small weapon (such as a knife or handgun) at a –2 penalty. If the target was running at the time it was roped, it falls prone.

There are several ways out of a lasso; the character can cut or break the rope, he can slip out of it, or he can pull it away from the opponent.

Cutting or breaking a rope requires a knife, a vial of acid, or similar tool, and prompts an item saving throw (using *Rope, Thick* as the basis); if the rope fails a saving throw, the character is free and the lasso is now an ordinary rope; the opponent must spend 1 round to re-tie the lasso in order to use it again. To cut a lasso, using *normal blow* on the item saving throw table.

Slipping out of a lasso is a minor strength test. On a successful die roll, the target is freed, but the attacker may attempt to re-rope the target on the third round following the target’s escape (1 round to recoil the rope, 1 round to re-tie the rope, and then the attack round).

Pulling the lasso away from an opponent requires a contest of strengths. Each character rolls 1d20 and adds his strength attribute. If the character's result exceeds that of the opponent, the character is free. The opponent may then gather up the rope in the next round, and attempt to re-rope him in the subsequent round (i.e. the second round following the escape, so long as the rope does not require re-tying as described previously).

Characters may also use lassos to grab items that are out of reach, such as an unattended weapon or object. The target must have a solid surface that a lasso could grab and hold (the GM has the final authority on what may be roped). Roping an item is a missile attack against an AC of 10, adjusted by -1 for every 10 ft the lasso is being thrown. The maximum distance an item may be roped is 50 ft, or the extent of the length of the rope, whichever is shorter. On a successful "to hit", the item is roped, and the character may attempt to draw it within reach. For heavy objects or items fixed in place, this may require a minor strength test. Once the object has been roped, it must be within reach to remove the lasso.

Finally, characters may use lassos to rope a wall or ceiling fixture, such as a stalactite or chandelier, to use for swinging. This is resolved using the same rules as with items. Dislodging the lasso requires a save vs. dexterity. The PC may make 3 attempts per round during which he loses any armor class adjustments due to dexterity, and cannot engage in offensive or defensive combat.

DYNAMITE

Dynamite is an explosive material that is relatively resistant to temperature, shock, or friction, making it a valuable tool for blasting the vault door off a bank safe or breaking gang members out of the local jail.

A stick of dynamite does 3d6 damage to everything in a blast radius of 15 ft. Bundling additional sticks of dynamite together increases the damage by 1d6 per stick and increasing the blast radius by 5 ft, to a maximum of 8d6 damage with a blast radius of 40 ft. To detonate a stick of dynamite, the character must first light its fuse. The fuse will burn for 1 round per inch of fuse before detonating the dynamite. Any characters caught in the blast radius must make a save vs. spells for unlisted categories to halve the damage. All items must save vs.

crushing blow or be destroyed.

Dynamite is particularly deadly in a confined space. The volume of a 15 ft radius sphere is approximately 14,000 cubic ft, and there are 1,000 cubic ft in a 10 × 10 × 10 ft area, so that in an area with a 10 ft ceiling the blast will fill approximately fourteen 10 × 10 ft squares. Thus, if a stick of dynamite explodes in the middle of a corridor 10 ft wide and 10 ft high, the blast will extend a staggering 70 ft in both directions. It is quite possible, particularly in dungeoneering environments, for a character to be caught in the backblast of his or her own dynamite.

MASS BRAWLS

You're sitting in a saloon, enjoying a shot of sarsaparilla, when suddenly two drunken poker players accuse each other of cheating. Suddenly the entire bar erupts in a massive free-for-all involving punches, smashed bottles, and thrown chairs! The barroom brawl is a common occurrence in the Discordant West. Unfortunately, if there are more than five or six participants, a mass brawl can quickly become a complex and tedious chore for GM and players alike. The following rules provide an abstract and simplified method of determining the outcome of such fights.

The Riot

In a brawl, it's everyone for himself. It is therefore convenient to group many of the NPC participants into a single homogeneous group, called a *riot*. A riot is like a monster. It has an armor class, hit points, saving throws, and damage dice. Each round it damages whomever is within melee range, then it damages itself. The riot will continue to fight until its members disperse (or are killed).

Combat with a riot proceeds as follows:

1. Determine the stats for the riot.
2. Spells and general actions are declared, as normal.
3. Determine initiative.
4. Resolve riot damage.
5. The parties act, in order of initiative.
6. Resolve riot self-damage.

7. The round is complete. Return to step 2 and continue until the riot has either dispersed or its members are killed.

Determine the stats for the riot. The GM determines the combat statistics of the riot based on its composition. The process is as follows:

- 1. Hit points:** Add up the hit points of all of the members of the riot, and divide by 2 (rounding down).
- 2. Hit dice:** Divide the riot's hit points by 4 (rounding down) to obtain its hit dice.
- 3. Level:** Use the riot's hit dice to determine its equivalent level using the **MONSTER EQUIVALENT LEVEL** table.
- 4. Experience:** Use the riot's hit dice and hit points to determine its EXP award using the **EXPERIENCE POINT AWARDS FOR MONSTERS SLAIN** table.
- 5. Saving throws:** Use the riot's level to determine its saving throws using the **FIGHTER SAVING THROW** table.
- 6. Armor class:** The AC of a riot is the average AC of its members.
- 7. Damage:** The damage dice of a riot depends on the weapons used by its members.

Some common riots found in the Discordant West are detailed below.

COWBOY RIOT

Frequency:	Common
No. Encountered:	1
Size:	Large (about 10 persons)
Move:	N/A
Armour Class:	8
Hit Dice:	5 (20 hp)
Attacks:	0
Damage:	0
Special Attacks:	Riot damage
Special Defenses:	None
Magic Resistance:	Standard

Lair Probability:	0%
Intelligence:	Non–
Alignment:	Chaotic Neutral
Level/XP:	6 / 190

Parties declare spells and general actions. There is no surprise segment when conducting a mass brawl. Prior to rolling initiative, player characters must state what actions they plan to take during the round. Note that spell casters may not cast any spells if they occupy the same space as the riot. This is because the mental preparations for casting a spell require absolute concentration, and the presence of so many combatants prohibits such concentration.

The GM should do the same for any non–player characters that are not part of the riot. The GM need not determine the actions of the riot, since its only action is to mindlessly damage whoever is within range.

Determine initiative. This is done as normal, except that the riot does not roll for initiative.

Resolve riot damage. At the start of each round, the riot inflicts its damage on nearby characters. The GM makes one damage roll and deducts the result from the hit points of all characters within melee range.

A character is considered within range if it occupies the same space as the riot. If the riot is indoors, it will fill the space of whatever room it is in (e.g. the bar). If it is outdoors, the area it will occupy is based on the number of members in the riot. The riot will not move from its original spot.

Outdoor riot Size 5 = 30 foot radius
10 = 40 foot radius
15 = 50 foot radius
20 = 60 foot radius

The parties act, in order of initiative. As noted earlier, any character that occupies the same space as the riot will be unable to cast any spells. Characters who wish to move through the space occupied by the riot may do so at no more than 10 ft per round.

Any character may attack the riot by rolling “to–hit” against the riot’s AC. Damage is deducted from the hit points of the riot.

Spell casters who are capable of casting spells (i.e. not within melee range of the riot) may not target the riot with any spells that affect individual targets.

Resolve riot self-damage. At the end of each round, the riot inflicts its damage upon itself. The GM makes a damage roll and deducts the result from the hit points of the riot.

If at any time the hit points of the riot fall to 0 or fewer, the riot disperses and the combat is over. Should the characters manage to kill the members of the riot (e.g. using volumetric attack, such as a *cloudkill* spell), the combat is over.

Monsters

Monsters are real, and ghosts are real too.

—Stephen King

NOTES ON EXISTING OSRIC MONSTERS

All creatures found in OSRIC and UÆO can be found in the Discordant West. The following section expands on specific **OSRIC** creatures, and how they may differ under Discordant West rules, at the GM's discretion.

HUMANOIDS

Tribesmen: When including indians (native Americans) in your setting, use the particulars as spelled out for tribesmen (qv caveman) in **OSRIC**. Adjust the intelligence for the indians as “average to high.”

Native Americans are excellent horsemen, and can ride bareback, with no bridle or saddle, and fire a bow (once per round) from horseback at full gallop, without penalty. The alignment of tribesmen can run the full spectrum of those allowed to characters, though most typically appear as neutral. Tribes will be lead by a chief, a war chief, and a shaman.

Gnoll / Flind: Gnolls are to the Discordant West what orcs are to a high-fantasy setting; an archetypical humanoid foe. Typically, gnolls will be armed with clubs, Bowie Knife, and light crossbow. Some gnolls (25%) will be armed with a rifle and bull whip or military saber. Leaders will be armed with pistol and military saber.

Typical flinds will be armed with clubs or flind bars (25%). Many flinds (50%) will be armed with rifle, and flind bar, bull whip, or military saber. Flind leaders will be armed two pistols (which they can fire

simultaneously at the same target without penalty), and military saber.

Lizard Man: These reptilian humanoids have adapted to life away from water, and unlike their normal water-dwelling counterparts, do not require water to sustain them. They can even derive all their hydration needs from the food they eat, going for long periods of time without drinking any water all.

As a result due to their adaptation to life in the desert, lizard men in the Discordant West appear much like bipedal horned toads, have a natural armor class of 4 (3 if using a shield).

OTHER CREATURES

Minotaur: A minotaur tribe consists of 20 to 40 warriors (legionnaires). The legionnaires will be armed with clubs (25%), battle axes and boomerangs (25%), battle axes and heavy crossbows (25%), or **bullman's blunderbuss** and clubs (25%). Female minotaur will number 50% of the males (rounded down to the nearest whole individual), and young will be the number of females \times 1.25% (rounded up to the nearest whole individual). The tribal chief will always be a minotaur titan^[5] with full hit points. The chief will be armed with a **+2 battle axe**, and a **bullman's blunderbuss** (see the section on **WEAPONS & COMBAT**). The chief will have 1d4 body guards who have 7 full hit die, and are armed with battle axes and heavy crossbows.

NEW CREATURES

MEN

COWBOY

Frequency:	Common
No. Encountered:	2d20+10
Size:	Man-sized
Move:	120 ft
Armor Class:	8
Hit Dice:	1-1
Attacks:	1

Damage:	By weapon
Special Attacks:	Leader types
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Average
Alignment:	Neutral (chaotic)
Level/XP:	Variable

Cowboys are found in almost any locale, for wherever there is a community nearby there will be those who prey upon the weak and law abiding. There will always be a higher level desperado found with large groups of cowboys. Consult the chart below to determine the exact number and level.

- For every 5 cowboys: 1 additional 3rd level desperado
- For every 10 cowboys: 1 additional 4th level desperado
- For every 20 cowboys: 1 additional 5th level desperado
- For every 40 cowboys: 1 additional 6th level desperado

Cowboys will always be led by a high level desperado (8th to 10th level), 6 guards (2nd level desperado), and a lieutenant (7th level desperado). These members are in addition to those described above.

Cowboys favor Union single–action revolvers as their weapon of choice, but are also known to sometimes (35%) use Confederate repeating carbines rifles. Cowboys will also always carry Bowie knives as personal weapons.

There is a 25% chance per 20 cowboys of a doctor being present with the group. If there is a doctor present she will be 5th to 8th level (1d4+4).

Treasure: Individual 2d4 sp, 3d6×2 rounds of ammunition; Lair 1d6×1,000 cp (25%), 1d6×1,000 sp (30%), 1d6×1,000 ep (35%), 1d10×1,000 gp (40%), 4d6×100 rounds of ammunition.

RUINED

Frequency:	Rare
No. Encountered:	1

Size:	Man-sized
Move:	120 ft
Armor Class:	10 or better (see below)
Hit Dice:	1-4 hit die
Attacks:	See below
Damage:	1d6 or by weapon
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Average
Alignment:	Neutral
Level/XP:	Variable



Ruined men are otherwise normal humans who have been cursed with an utterly unique mutation. These mutations are caused by chemical and/or nuclear contaminations from deep within human history; the exact causes being unknown.

The nature of the mutation in the individual is as unique as one's finger prints; being at times benign and at others sinister. Use the following tables to determine the nature of the ruined human's mutation, and the mutation's effects upon them.

D%	MUTATION	D%	MUTATION
----	----------	----	----------

01–05 Extra appendage	36–45 Skin pigmentation
06–15 Tentacles	46–50 Dietary requirement
16–20 Skin lesions	51–60 Animalian features
21–25 Density	61–65 Animalian extremities
26–30 Sensitivity	66–75 Epidural plating
31–35 Numbness	76–80 Lycanthropy
	81–00 Multiple conditions*

* Roll 1d4 times on this table, ignoring this result hereafter.

Extra appendage: Ruined creature has one or more additional appendages according to the following table;

D00 EXTRA APPENDAGE

01–22 Right arm
23–44 Left arm
45–66 Right leg
67–88 Left leg
89–94 Hand or foot only
95–98 Head
99–00 Roll two more times on this table, ignoring this result hereafter.

Extra arms may be used to wield additional weapons, however, these appendages will always attack at –2 “to hit” penalty.

Extra legs provide an additional 15 ft to movement rate per leg.

Extra hands and feet provide no additional abilities.

Extra heads will have a personality and intelligence of their own.

Tentacles: The ruined human has 1d4+1 tentacles which can emerge from his body at will. The tentacles can grasp and lift objects up to 180 lbs. When attacking, the tentacles inflict 1d4 hit points of damage each. If two or more tentacles successfully attack in the same round they will grapple the victim and will inflict an automatic 1d3 hit points of damage on each subsequent round. The tentacles are armor class 8, if 4 hit points of damage are inflicted upon them by a sharp-edge weapon, they will be severed from the host. Severed tentacles will grow back over a period of 1d4 days. Damage to tentacles does not damage the ruined host.

Skin lesions: The ruined human is plagued by numerous skin lesions

which continuously ooze with a yellowish, cloudy fluid.

Density: The ruined human is able to manipulate her molecular density so that she can perform otherwise impossible acts, such as; walk on water or through flames (1/2 normal movement rate), walk across quicksand or hot coals (normal movement rate), move through earth (30 ft per round), fall as the magic user spell *feather fall* as a 4th level spell caster, fly as a 5th level magic user, or render herself invisible for up to 6 rounds.

Sensitivity: The ruined human may sense a need in others, as with the psionic talent of *empathy*[\[6\]](#), revealing thirst, hunger, fatigue, love, hate, jealousy, rage, pain, etc, in creatures within a 60 ft radius. Also, the ruined human may read minds as the spell *ESP* in creatures having at least Low intelligence.

Numbness: The ruined creature is utterly numb to pain of any type, and will be completely oblivious any kind of cuts, burns, broken bones or strained joints, even where such injuries inflict additional hit points of damage on a continuing basis.

Skin pigmentation: The ruined human has skin tone according to the following table;

1D8 COLOR NOTES

- | | | |
|---|--------|---|
| 1 | White | The creature's skin is milky white. These creatures will avoid extended periods of exposure to sun light when possible. Many (65%) of these creatures will also have red irises. In these cases, the ruined human will also have the benefit of infravision to 60 ft, but will limited vision to 30 ft in bright sunlight.. |
| 2 | Black | The ruined human's skin is nearly black, or the ashen gray coal. This gives them the ability to hide in shadows as a 6th level thief in conditions of normal lighting. This ability rises to that of a 9th level thief in dim light or full darkness. |
| 3 | Red | The creature's skin is the color of a cooked lobster, giving them a nearly demonic appearance |
| 4 | Orange | The ruined human's skin is the color of ripened oranges. Occasionally (35%), the skin will have a texture similar to the fruit as well. |
| 5 | Yellow | The creature is afflicted with yellow skin; appearing to have a sever case of jaundice. Many times (75%) this will be accompanied by yellow to yellow-orange irises also. |
| 6 | Green | This creature's verdant skin tone is also usually (85%) accompanied by pronounced warts which cover the body from head to toe. Rare individuals (15%) also are able to leap for short distances (30 ft). |
| 7 | Blue | Blue skinned ruined creatures will range from icy blue to nearly indigo. The lighter tones can hide among snow drifts just as a thief would hide in shadows at the 6th level of ability, while those with skin tones in the darker ranges can hide in low-lighting conditions also as a 6th level thief. |
| 8 | Violet | The skin of these creatures is the color of eggplant. Some of these individuals (35%) will have |

red irises.

Dietary requirement: The ruined creature is afflicted by a physiological need to consume a specific type of food on a daily basis. Most of the time this requirement is of a relatively benign nature, for instance, a specific fruit or vegetable which may be rare or difficult to find or harvest. However, some of these individuals (25%) have a more serious affliction which requires him to consume human blood or raw human flesh. These creatures will have developed an additional biting attack routine which inflicts 1d4 hit points of damage, and requires victims to save versus poison, or contract a disease which will inflict a further 1 hit point per round of damage until cured.

Animalian features: The ruined human's face has the appearance of a non-fantastical animal, for example; cat, dog, rat, bird, snake, frog, bull, etc. Where appropriate, the ruined human may be allowed a biting attack routine. GM's should use their discretion in determining damage.

Animalian extremities: One or more of the ruined human's arms and legs have the appearance of a non-fantastical animal according to the following table;

1D6 EXTREMITY AFFECTED

- | | |
|-----|--------------------------|
| 1 | Right arm or leg (50/50) |
| 2 | Left arm or leg (50/50) |
| 3 | Right arm and right leg |
| 4 | Left arm and left leg |
| 5 | Right arm and left leg |
| 6 | Left arm and right leg |
| 7-8 | All extremities |

The possible types of animal extremity are limited only by the GM's imagination. The following table provides a few examples and the abilities such extremities would provide to the afflicted ruined human;

1D4 ANIMAL ABILITIES / EFFECTS

- | | | |
|---|------|---|
| 1 | Lion | <ul style="list-style-type: none">• attack for 1d4 hit points of damage per arm/rnd• movement rate at 60 ft if one leg, movement rate at 150 ft if two legs affected |
|---|------|---|

- attack with rear claws for 1d4/1d4 hit points of damage if all extremities affected
- 2 Lobster*
- attack for 1d6 hit points of damage per arm/rnd
 - movement rate at 30 ft if one leg, movement rate at 90 ft if two legs affected
- 3 Bear
- attack for 1d6 hit points of damage per arm/rnd
 - movement rate at 60 ft if one leg, movement rate at 120 ft if two legs affected
 - hug for 2d4 hit points of damage with any unadjusted “to hit” roll of 18 or greater if both arms affected
- 4 Elephant
- attack for 2d4 hit points of damage per arm/rnd
 - movement rate at 30 ft if one leg, movement rate at 150 ft if two legs affected
 - stun for 2d4 hit points of damage plus helpless for 1d4 rounds with any unadjusted “to hit” roll of 18 or greater if both arms affected

* Lobster and elephant extremities precludes the use of any weapons by the afflicted creature. Other forms of animalian extremities may use weapons.

Epidural plating: The ruined creature’s body is covered in hard, chitinous scales. The scales provide a natural armor class of 1 to 8 (roll 1d8).

Lycanthropy: Ruined creature is stricken with lycanthropic disease. The creature may change his form to that of his lycan form at will. The type of lycanthropy the creature suffers is determined as follows; werebear (01–15), wereboar (16–30), wererat (31–55), weretiger (56–65), werewolf (66–90), or werebat (91–00).[\[7\]](#)

Other than their mutation(s), ruined humans likely appear as nothing more than ordinary members of their race. Many will even be able to completely blend in to the society around them, revealing their mutation(s) only when desired.

Treasure: Incidental

DEMI-HUMANS

ENANÔ

Frequency:

Uncommon

No. Encountered:	20d6
Size:	Small (4-1/2 ft tall)
Move:	90-ft
Armor Class:	8
Hit Dice:	2
Attacks:	1
Damage:	1d6 or by weapon
Special Attacks:	See below
Special Defenses:	Save at 4 levels higher (see below)
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Average (high)
Alignment:	True Neutral
Level/XP:	2 / 30+1/hp



Enanô are sturdy humanoids similar to dwarves, who live in clans somewhat smaller than dwarves. They typically make their homes in low, sod-roofed log structures. Such structures housing 2–3 families. Enanô are led by higher level leader types as follows:

- For every 20 Enanô: 2nd to 6th level desperado (1d6, 1 = 2nd level, 2-6 = level)
- If over 60 Enanô: one 6th level desperado (chief) and one 4th level fighter (lieutenant)
- If over 80 Enanô: one 8th level gunslinger

- If encountered in their lair: 2d6 fighters (2nd to 5th level), females (50% total of males) and young (25% total of males)

Enanô can be bullies, seeming to take particular offence at comments regarding their height. They are usually armed with bludgeoning weapons, large knives, hand guns. Enanô are also fond of using dynamite, and their lairs sometimes hold many cases of the explosive.

Enanô receive a +1 on “to hit” rolls vs gnolls due to their intense hatred of this race. When in melee with giants, trolls, and ogres, these opponents must fight at -2 due to their short stature in comparison to these foes.

As with dwarfs, enanô are a hardy people, and save vs poison and magic as if they were 4 levels higher than their actual level. Because enanô are not true dwarfs, they lack the ability of infravision. They speak their own language, and the languages of the gnolls, hombrecitô, and duende.

Description: Enanô skin tones vary, being similar to humankind; the depth of their coloring being dependent on their exposure to the sun. Enanô grow beards as do dwarves, however, they tend to place emphasis on their sideburns and muttonchops. They favour dark colors for their clothing. They have short, stocky builds and are known for their great strength. In some locales, they may wear kilts.

Enanô females grow beards, however they tend to shave or trim these once or twice a month. Enanô are cousins to dwarves.

Treasure: Individual 2d4×5 gp; lair 10d4×1,000 gp (50%), 1d20×100 pp (50%), 5d4 gems (30%), 1d4×20 gems (50%), 1d10 jewelry (25%), 1d10×10 sticks of dynamite (35%).

ELFÔ

Frequency:	Rare
No. Encountered:	10d10
Size:	Man-sized
Move:	120 ft
Armor Class:	7
Hit Dice:	1+1
Attacks:	1

Damage:	1d6 or by weapon
Special Attacks:	+1 "to hit" with boomerang, bull whip, and bow and arrow
Special Defenses:	Immunity to <i>sleep</i> and <i>ESP</i>
Magic Resistance:	Standard
Lair Probability:	15%
Intelligence:	High
Alignment:	Chaotic Neutral
Level/XP:	2 / 30+1/hp



Elfô live in societies made up multiple clans. Each clan has its own leader, who owes fealty to a central ruler. They typically locate their communities near the confluence of two or more water sources.

- For every 20 elfô: 2nd to 6th level desperado (1d6, 1 = 2nd level, 2-6 = level)
- If over 60 elfô: one 6th level desperado (war chief) and one 4th level fighter (lieutenant)
- If over 80 elfô: one 8th level desperado (chief) and four 5th level fighters (bodyguard)
- If encountered in their lair: 2d6 fighters (2nd to 5th level), females (50% total of males) and young (25% total of males)

They will usually be armed with boomerangs, bull whips, and bow and arrow. Higher level fighters and desperados have a 10% chance per level per class to possess some sort of firearm.

Elfô, like their elfish cousins, have the ability to move silently when in natural surroundings, as such they are able to surprise on a roll of 1-4 on a d6. However, this ability is only effective when the elfô is in desert and scrub-like terrain. When using any boomerang, bull whip or bow elfô receive a +1 to their attack roll.

Also, elfô have a resistance of 90% to *sleep* and *charm* spells. Elfô possess infravision with a range of about 60 ft. They can even detect secret doors on a roll of 1 on a d6. If the elfô is searching then it is a roll of 1-2 on a d6. On a roll of 1-3 on a d6 an elfô can find a concealed door if they are actively searching.

Elfô have their own language, and can also speak the gnoll, hombrecitô, and duende languages.

Elfô appearance is rather wiry, appearing like a human youth. Their hair is blonde to auburn, and their eyes tend toward brown to almost black. Elfô prefer to dress in shades of tan and brown, preferring light fabrics over heavy leather.

The life span of elfô is no more than 600 years. Elfô are close cousins to elves.

Treasure: Individual 2d4×5 gp; lair 10d4×1,000 gp (50%), 1d20×100 pp (50%), 5d4 gems (30%), 1d10 jewelry (25%), 2d4 firearms (35%).

DUENDE

Frequency:	Very rare
No. Encountered:	20d10
Size:	Small
Move:	60 ft
Armor Class:	5
Hit Dice:	1+1
Attacks:	1
Damage:	1d6 or by weapon
Special Attacks:	See below
Special Defenses:	Save at 4 levels higher (see below)
Magic Resistance:	Standard
Lair Probability:	35%

Intelligence:	Average
Alignment:	True Neutral
Level/XP:	1 / 10+1/hp



Duende live in low, sod-roofed stone structures they build, near hills where they mine for gems and precious metals. They are divided into clans which compete for control of the tribe; such struggles frequently coming to blows, and often leading to feuds which last for decades.

For every 30 duende encountered there usually is a fighter of 2nd level or higher acting as the leader. When the groups are of 100 or more there are desperados as well, being 4th to 7th level (1d4+3). Females are equal in number to males, and 25% of the couples will have 1d6 young (30 years old or younger). Most of the time the duende will have wolves, coyotes, or other canines, that they have trained to act as sentries.

Duende prefer to wear leather (in the form of chaps, aprons, bibs or other sorts of durable work wear) over earthy-colored shirts and pants. Duende prefer to arm themselves with a club and boomerang. Female duende are expert marksmen using a weapon of their own fabrication. This is a metal disk, very much resembling an ordinary dinner plate. However, in the hands of one trained in its use, the disk becomes a deadly missile weapon, having a range similar to that of a short bow. When it strikes, the razor-sharp edge of the disk can inflict 2d4 hit points of damage. On an unadjusted "to hit" roll of 20 the disk will have inflicted 16 hit points of damage. Only females make use of the disks (called *hilanderô*), with which they attack at +1 "to hit".

When duende fight gnolls and half-gnolls they fly into an intense rage and gain an additional +1 "to hit". When giants or humanoids

which stand greater than 6-ft tall (i.e., gnolls, bugbears, ogres, and trolls) attack a duende, they receive a -4 to their “to hit” rolls due to the stature and nimbleness of the duende.

Due to their natural resilience to both magic and poison, duende save against these effects at four levels higher than they actually are.

Besides their own language, duende can also speak the language of the gnolls and hombrecitô. Some (35%) can speak a broken form of Common.

Duende typically live for about 350 years. Duende are close cousins to gnomes.

Treasure: Individual 2d4×4 gp; lair 5d8×1,000 sp (50%), 10d4×1,000 gp (35%), 1d20×100 pp (15%), 5d8×10 gems (55%), 1d10 jewelry (15%), 1d6 firearms (10%).

HOMBRECITÔ

Frequency:	Very rare
No. Encountered:	20d12
Size:	Small
Move:	120 ft
Armor Class:	6
Hit Dice:	1
Attacks:	1 (2)
Damage:	1d6 or by weapon (see below)
Special Attacks:	+3 “to hit” with boomerang
Special Defenses:	Save at 3 levels higher
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Very
Alignment:	Lawful Neutral
Level/XP:	1 / 10+1/hp



Hombrecitô are an industrious, hard working peoples. Generally, they build their communities on the outskirts larger human settlements; preferring to be approximately no closer than two miles, and no further away than five miles. Hombrecitô provide simple labor to the human populations, as well as run thriving markets and hospitable inns and taverns.

When encountered in groups of 30 or more, there will be a leader who is a 3rd level fighter. In groups containing over 90 individuals there will be a 4th level fighter as well. In groups containing more than 150 hombrecitô there will be a 5th level fighter in addition to the 3rd and 2nd level fighters previously mentioned.

When hombrecitô are encountered in their homes there will be at least as many females as there are males (hombrecitô are known to engage in polygamy among the wealthier clans). About 60% of these couples will have 1d8 children. It is also expected that they will have 1d4 dogs acting as guards (occasionally, 25% of the time, these guard dogs will be wolves or coyotes).

Hombrecitô scorn armor of any type, and are extremely nimble and fleet-footed (thus AC 6). They prefer boomerangs and farm implements as weapons. There is a 10% chance per level that higher level hombrecitô will have a hand gun.

Because of their natural resilience to both magic and poison, hombrecitô save against these effects at three levels higher than they actually are. Also hombrecitô are very adept at sneaking and hiding. They will surprise on a roll of 1-4 on d6. Hombrecitô are adept at blending in with desert and rocky landscapes, and they should be considered invisible within such terrain.

Hombrecitô speak their own language and will also be able to speak common, duende, and gnoll.

A typical hombrecitô has a ruddy brown complexion with light brown to golden blonde hair and green or hazel eyes. Their clothes are simple earth colors of gray, tan, or brown.

Their lifespan averages about 150 years. Hombrecitô are close cousins to halflings.

Treasure: Individual 1d8 sp; clan homes 2d12 sp, 3d8 gp.

HUMANOIDS

DESERT RAIDER

Frequency:	Uncommon
No. Encountered:	4d4 (war band), 20d4 (community)
Size:	Man-sized
Move:	120-ft
Armor Class:	7
Hit Dice:	1d6+1 hp
Attacks:	1
Damage:	By weapon
Special Attacks:	Leader types, howl causes <i>fear</i>
Special Defenses:	Leader types, partial immunity to poison
Magic Resistance:	Standard
Lair Probability:	15%
Intelligence:	Mean (average to very)
Alignment:	Neutral (evil tendencies)
Level/XP:	Variable



Desert raiders are clannish humanoids who live in the vast open stretches of desert between towns and villages. Females within the tribe will always equal one half the number of males (20d4), however, they will be no-less strong, having the same hit die, and inflicting the same damage when attacking. Children in the tribe (under 13-years old) will total 50% of the female population, and will be an even mixture of boys and girls.

Desert raider communities are made of teepee-like tents, utilizing scrap metal frame-works, covered in animal or reptile skins. These communities are always temporary, rarely remaining in a single location for more than a few weeks; 2-3 months being the typical duration.

Communities will be lead by a chief, who is the equivalent of a 5th level fighter. The chief will have 1-3 bodyguards who are the equivalent of 3rd level fighters. Each will be armed with a Union carbine and a staff. Each will also possess 6d4 rounds of ammunition.

Desert raider war bands will consist of 4d4 individuals, and will be a mixture of male and female. These raiders will each be armed with a staff. Half of their numbers will also have a Bowie Knife. A further 1d6 individuals within the war band will also possess a Union carbine and 4d4 rounds of ammunition each.

In addition, a war band will be lead by a war chief who is the equivalent of a 4th level fighter. The war chief will have 1-3

bodyguards, who are the equivalent of second level fighters. Each will be armed with a Union carbine and a staff. Each will also possess 4d4 rounds of ammunition.

Desert raiders are notorious slavers, and as such, their communities will contain 3d6 human and demi-human slaves at any given time. These slaves will be traded for supplies at the earliest possible time. Until then, they are kept in crude cages constructed of scrap metals, or contained within caves when possible. Captives too weak to be sold or traded into slavery are killed immediately.

Desert raider clans are known to occasionally (50% of the time) keep 1d4+1 monstrous scorpions as guards and mounts.

Description: Desert raiders are known to be extremely ugly, though they otherwise will appear as tallish humans; males typically achieve 6–ft or more in height, and women commonly grow to just under 6–ft as well. Individuals have been known to even reach as tall as 7–ft.

The skin of the raider is a pasty, and unhealthy gray–white, as they are covered from head to toe in heavy, course fabric wrappings from early childhood to protect them from the heat of the desert sun.

Treasure: Desert raiders prize little else beyond firearms (in particular they will go to great lengths to collect Union carbines, which they prize above all else), and the ammunition required for any firearms they may have in their possession. Desert raider camps are known to be substantial repositories of ammunition of all types.

PELUDO

	Chimpanzee	Orangutan
Frequency:	Uncommon	Uncommon
No. Encountered:	8d8	10d4
Size:	Man-sized (5 ft tall)	Man-sized (5-1/2 ft tall)
Move:	120 ft (90 ft in trees)	60 ft (30 ft in trees)
Armor Class:	7	8
Hit Dice:	2+1	3
Attacks:	1	1
Damage:	1d4	1d6
Special Attacks:	None	None

Special Defenses:	None	None
Magic Resistance:	Standard	Standard
Lair Probability:	55%	70%
Intelligence:	High	Very
Alignment:	Neutral (good tendencies)	Neutral (lawful tendencies)
Level/XP:	2 / 50+2/hp	2 / 50+2/hp
	Gorilla, blackback (male)	Gorilla, silverback (female)
Frequency:	Uncommon	Uncommon
No. Encountered:	10d6	See below
Size:	Large (7 ft tall)	Man-sized (6-1/2 ft tall)
Move:	90 ft (60 ft in trees)	90 ft (60 ft in trees)
Armor Class:	6	8
Hit Dice:	5	4
Attacks:	2 or 1	2
Damage:	1d4/1d4 or by weapon	1d4/1d4
Special Attacks:	Mangle	None
Special Defenses:	None	None
Magic Resistance:	Standard	Standard
Lair Probability:	25%	80%
Intelligence:	Average	Average (high)
Alignment:	Neutral (chaotic tendencies)	Neutral
Level/XP:	4 / 155+4/hp	3 / 75+3/hp



Peludo are a humanoid race of primates who, at some point in the

distant past, gained sentience and the ability to establish sophisticated settlements; many rivaling the complexities obtained by humankind. Their origins are unknown with any degree of certainty.

They prefer to build their tightly-knit societies in jungles or lightly forested hills, although they can in fact live nearly anywhere humans, demi-humans, or other humanoid races are found. However, they have a dislike of underground dwellings, and do not enter therein willingly.

Peludo young, no matter the sub race, are born helpless, just as human children, although they mature quickly. Chimpanzee young walk by the age of six months, can speak by 1 year, are considered young adults by the age of 13, and can live to 50. Orangutans by comparison can walk by 9 months, can speak at 12 months, are considered young adults by age 18, and can live to 65. Gorillas (blackbacks and silverbacks) can walk at 3 months, can speak at 18 months, are considered young adults by age 10, and usually live to 40 years, if they do not die violently first.

Peludo do not believe in magic, therefore, no tribal spell casters of any kind will ever be encountered within their society. They are, however, very superstitious as a group. Even the intellectual chimpanzee sometimes place great importance on tokens and portents. As well, they read great details of the past, present and future among the stars. Peludo can often be tricked or bargained with according to their superstitions.

If peludo live by one universal law, it is this; 'ape shall not kill ape'. And no peludo—however evil, however righteous, however chaotic—will not break that rule.

Peludo are divided into three distinct and separate sub races; each being unable to procreate with the other (although matings between the sub races is not unheard of, even if it is frowned upon within 'polite' peludo society);

Chimpanzee: Chimps—or as they prefer to label themselves, *Pan*—are pacifist intellectuals. They delight in discovery and investigation through the scientific method, and are the only sub race of peludo who willingly travel to human and demihuman settlements in order to further their understanding of the world around them.

Although all peludo take only a single mate throughout their lifetime, chimpanzees are the only ones who hold a ceremony (marriage) in

honor of that bonding. Chimp couples generally produce only two offspring.

Chimpanzees abhor the use of weapons, and will resort to such in only the most dire of circumstances (to protect a spouse or offspring, for instance). In no case, would a chimpanzee raise a weapon against another chimp.

Orangutan: Orangutans are elitists, considering themselves better able to administer the laws through which peludo society operates. These intelligent primates will almost always serve the community through some form of public service, such as council member, governor, administrator, or similar position of authority.

Though orangutans will avoid violence whenever possible, they are still capable of a clawing attack with long nails. Rarely will an orangutan wield a weapon of any type, although they are capable of using firearms when required.

Orangutan females are rare, numbering just 25% of the male population. For this reason, orangutan families tend to be large, each mated couple having 4–7 children (1d4+3).

Gorilla: Gorillas are the only species of peludo wherein the males (*blackback*) and the females (*silverback*) play very different roles within ape society.

Blackback gorillas are undeniably the strongest and most aggressive of all peludo-kind. These creatures are, from the moment of their birth, bred to serve as soldiers. Though occasionally an individual can grow to be a kind, rational creature, their typical temperament is mean-spirited and prone to violence. When not attacking through use of a firearm, blackback gorillas favor clubs or any other sort of crushing weapon. When using a firearm, they prefer long-barreled weapons, such as the Union carbine. They also have a powerful two-fisted grappling attack similar to carnivorous apes (qv) which if successful with both attacks in the same round, inflicts an additional 1d6 hit points of damage as the gorilla mangles its victim.

Silverback gorillas are fiercely protective of young among all peludo-kind, for they have a mothering instinct developed through centuries of protecting their own young against the infanticide visited upon gorilla infants by aggressive blackback males. Silverbacks have been known to serve a single family group—whether they be

chimpanzee, orangutan, or gorilla—for their entire lifetime. Silverbacks are the only creature known to be able to sooth an angry blackback.

Silverback numbers will always be 75% of the number indicated for blackbacks in the society, while young gorillas will total the combined number of blackbacks and silverbacks (and will be divided on similar proportion between males to females as in adults).

Treasure: Peludo as a society do not generally value monetary wealth (their communities work on a cashless form of socialism). However, blackback military units frequently have great stores of firearms and munitions stored in secret, secured locations. Also, orangutans and chimpanzees may keep a small, personal reserve for their infrequent dealings with human societies; 5d6×10 cp (25%), 4d8×10 sp (25%), 5d10×10 gp (35%), 3d4 gems (20%).

UNDEAD

NAMELESS STRANGER (TURN AS TYPE 8)

Frequency:	Very rare
No. Encountered:	1
Size:	Man-sized
Move:	90-ft (see below)
Armor Class:	0
Hit Dice:	8
Attacks:	1
Damage:	2d6 or by weapon type
Special Attacks:	See below
Special Defenses:	Silver or magic weapons to hit
Magic Resistance:	Immune to <i>charm</i> , <i>sleep</i> , <i>ESP</i> , <i>hypnosis</i> , and similar spells that affect the mind
Lair Probability:	Nil
Intelligence:	High
Alignment:	Lawful (evil, neutral, or good)
Level/XP:	7 / 850+10/hp



The nameless stranger is the apparition of a gunslinger, slain in an unjust showdown. The spirit of the gunslinger continues on to seek fulfillment of his duty in which he failed during life. The nameless stranger will continue protecting the area until a living gunslinger moves into the region to take his place, and assume his duty. In this instance, the nameless stranger will never stray more than 10 miles distant from the location it is protecting in the execution of its duties.

Similarly, the nameless stranger may have unfinished business in pursuit of an outlaw or desperado. In this case, the nameless stranger will travel any distance required to exact the rule of law against his quarry.

The stranger travels æthereally, and will go to great lengths to avoid materializing into its physical form in front of witnesses. Therefore, its incorporeal form is rarely observed.

When traveling in this quest, the nameless stranger will be riding upon a spiritual steed. This steed never tires, moves at a rate of 210–ft, and cannot be turned.

Upon completion of its duty, the nameless stranger is dispelled, and freed to enjoy his eternal rest. Slaying the stranger merely destroys its corporeal form for a period of 1d10 years. Upon reforming its material state, the nameless stranger will seek to exact revenge (‘justice’ in its mind) against those who prevented it from completing its task. This objective it will seek to complete before resuming its original task.

The nameless stranger always is armed with a Union single action revolver, which never requires reloading. The nameless stranger can fire this weapon 3× per round, and is at a +2 “to hit” with each shot made.

Once the stranger is dispelled or destroyed, the revolver remains behind as a physical artifact, but is rendered useless as a rust-encrusted, antique. The casting of *remove curse* and *permanency* spells simultaneously, will restore the revolver as a **+2 revolver of endless ammunition**.

If challenged with a just showdown, the nameless stranger is honor-bound to accept. However, the stranger will always benefit with the advantage of “*first draw*.”

Though it will always seek to meet out justice using its firearm, it is also capable of a devastating physical attack, inflicting 2d6 hit points of damage. Also, the nature of the nameless stranger causes its enemies (any creature chosen by the stranger) to save vs. spell, or be subject to the effects of a *fear* spell. Creatures with 8 or more hit dice are immune to the effects of the *fear* attack.

In special circumstances, the stranger may also be armed with melee weapons, such as; bull whip, rifle, military sabre, and Bowie knife. Such weapons will always have a minimum +1 enchantment.

For purposes of reaction and showdown combat, the nameless stranger is always considered to have a *reputation* of 15.

Treasure: See above.

ANIMALS

JACKRABBIT, GIGANTIC

	Leveret	Adult
Frequency:	Uncommon	Uncommon
No. Encountered:	4d4	2d4
Size:	Medium	Large
Move:	180-ft (240-ft hop)	240-ft (280-ft hop)
Armor Class:	7	7
Hit Dice:	2+1	4+1

Attacks:	1	1
Damage:	1–2 or 1–3	1–3 or 1d4
Special Attacks:	See below	See below
Special Defenses:	See below	See below
Magic Resistance:	Standard	Standard
Lair Probability:	65%	35%
Intelligence:	Animal	Animal to Low
Alignment:	Neutral (gentle temper)	Neutral (gentle temper)
Level/XP:	2 / 50+2/hp	4 / 155+4/hp



Gigantic jackrabbits are enormous relatives of their more familiar, albeit smaller, cousins.

The attack of the gigantic jackrabbit takes the form of either a rapid clawing routine from the creature's forepaws (1–3) or bite (1d4).

The gigantic jackrabbit can attain speeds not achievable by horses or other, more familiar beasts of burden. The speed at which the jackrabbit travels, combined with the creature's hop and ability to cut sharp corners (the jackrabbit can execute a 135° turn without any loss of forward momentum) requires the use of specially made saddle and bridle equipment. Such equipment will cost no less than 250 gp.

Gigantic jackrabbits, despite their size, are capable of silent movement, and are able to blend in with their surroundings, giving them a 3 on d6 chance to surprise opponents with sufficient ground covering (tall grasses, rocky terrain, etc.) to obscure their movements.

Unusually intelligent (attaining Low intelligence at four years of age),

gigantic jackrabbits can be trained to perform complex instructions; verbally and through silent hand singles. Once trained, the jackrabbit is a devoted companion and protector to its master. Although, due to its generally gentle demeanor, the gigantic jackrabbit will rarely be found serving the needs of an evil or otherwise cruel master.

Training a gigantic jackrabbit must take place before the jackrabbit has grown to adulthood (four years of age). This training period lasts for 18 months, and must be performed by a *lepus wrangler*. The fee for the training is costly, being 150 gp per month during the entire training process. Any lapse in payment will result in the wrangler ceasing the training program, and causing the jackrabbit to revert to a wild, untamed state.

Adult gigantic jackrabbits will only serve creatures known to it. Therefore, if a jackrabbit's master dies, it will only turn to serve one of its former master's companions with whom it has previously bonded; even then, only with 50% likelihood.

The warren of the jackrabbit drove is typically a large excavation (gigantic jackrabbit droves prefer abandoned mines when they can find them). When encountered in the lair, 50% of their numbers will be leverets (young less than two years old). Leverets, being somewhat smaller than the adults, are not capable of bearing a human rider. However, they may be trained to carry smaller riders, such as human children, *hombrecitô* and *duende*. Often, this is how these animals are broken in as steeds to eventually serve adult humans.

Gigantic jackrabbits can live for up to 30 years.

Treasure: Incidental.

LIZARD, GIANT POISONOUS

	Gila Monster	Beaded Lizard
Frequency:	Uncommon	Rare
No. Encountered:	1d6	1d4
Size:	Large (15-ft long)	Large (30-ft long)
Move:	60-ft	30-ft
Armor Class:	4	0 (5)
Hit Dice:	5	8
Attacks:	1	1

Damage:	2d6 (bite)	2d8 (bite)
Special Attacks:	Poison (1d4 damage)	Poison (1d6 damage)
Special Defenses:	None	None
Magic Resistance:	Standard	Standard
Lair Probability:	75%	35%
Intelligence:	Animal	Animal
Alignment:	Neutral	Neutral
Level/XP:	4 / 155+4/hp	6 / 550+10/hp

These enormous, desert dwelling lizards are fearsome adversaries, for their bite contains a deadly poison. Following a successful “to hit” roll in a preceding round, if the lizard’s second “to hit” attempt is also successful, the victim will suffer normal damage, and in addition will be required to save versus poison.

The poison inflicts 1d4 or 1d6 hit points of damage, and causes the victim to lose control of their muscles and fall limp; conscious although otherwise utterly helpless, even to call for assistance. A successful saving throw versus poison avoids loss of muscle control, and inflicts one half damage.

In the case of both creatures, on an unadjusted “to hit” roll of 20, the lizard will automatically inflict double maximum damage. Additionally, the creature’s poison will be injected in that same round.

Gila Monster: The gila monster spends the majority of its time below ground in shallow, rocky caves. Its preferred food source is small livestock, even favoring carrion over living prey if it has the option.

Treasure: Incidental

Beaded Lizard: The beaded lizard is a fearsome larger cousin of the gila monster. Though ponderous and slow moving, the creature’s poisonous bite is more powerful than that of the gila monster, and the victim must make his required saving throw at -2.

Although males are slightly larger than females, the differences between them makes the sexes nearly indistinguishable from one another. Both males and females are stocky with broad heads, although the males tend to be broader. The beaded lizard’s scales are small, bead-like, and remarkably hard (armor class 0). However, the

scales on its underside are softer (armor class 5). These softer scales can be fashioned into an improved leather armor (AC 6).

Treasure: Incidental

OTHER CREATURES

BIRD, ASSASSIN

Frequency:	Uncommon
No. Encountered:	1–3
Size:	Large (20–ft wing span)
Move:	30–ft (360–ft flying)
Armor Class:	5
Hit Dice:	3
Attacks:	3
Damage:	1d4+1/1d4+1/3d4
Special Attacks:	Diving attack
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Low
Alignment:	Neutral
Level/XP:	4 / 110+4/hp

The assassin bird is a large bird of prey that inhabits high cliffs that overlook broad expanses of territory. The assassin bird will protect this region for a range of a 10 mile radius centered on its nest, attacking all creatures man-sized or larger on sight. The bird's nest will always be located within a shallow cave. The cave will be lined with grasses and animal skins. Male and female assassin birds mate for life. This mated pair can produce one egg every two years. The birds can live up to 50 years. When two assassin birds are encountered, they will be a mated pair. If three are encountered, it will be a mated pair and a chick.

The assassin bird is able to attack with its talons (1d4+1/1d4+1), and its beak (3d4). The bird's beak is 9–in long, hard, and razor sharp. However, the attack form that gives the assassin bird its name is its devastating diving attack. If the bird is able to start its dive from a

height of 200–ft, it will receive a +4 “to hit” against its intended victim, inflicting 2× the damage rolled.

The assassin bird is highly intelligent for an otherwise non–fantastical bird of prey. Captured at a young age, assassin birds have been known to be trained, and perform as excellent companions and protectors. However, no matter the training, assassin birds do not get along well with small children, continuing to regard them as prey.

Though the bird will target any small, warm–blooded creature as food, its favored food source is the ass–blaster form of the gummiesaurus (qv). However, this is not so much for the ass–blaster creature itself, as it is for the graboid egg contained within the ass–blaster’s abdomen. The assassin bird’s beak easily cracks the stone–like egg to get at the graboid embryo contained within.

Treasure: Incidental.

CATTLE, CARNIVOROUS

Frequency:	Uncommon
No. Encountered:	4d6
Size:	Large
Move:	150–ft
Armor Class:	5
Hit Dice:	5
Attacks:	2 or 1
Damage:	1d6/1d6 or 2d6
Special Attacks:	Charge
Special Defenses:	Head is AC 3
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3 / 150 + 4/hp

Carnivorous cattle closely resemble buffalo, if it were not for their 18–in long saber-like canine teeth. Unlike normal buffalo, the carnivorous cattle will attack any creature smaller than itself in its never ending mission to consume meat (these bovines can consume as much as

100 lbs of meat a day). Though they will eat nearly any non-poisonous creature, they prefer mammals, attacking them before any other type of prey.

Any attack by one may result in the whole herd charging. When charging, carnivorous cattle will do 3d6 impact damage plus 1d4 trampling damage. The charge must cover a minimum of 40 ft.

Carnivorous cattle also can attack opponents directly in front them with a fearsome bite (2d6 hit points of damage), using their canine teeth to sever veins and cut through muscle.

It is rumored that carnivorous cattle are distantly related to minotaur.

Treasure: None.

CHUPACABRA

Frequency:	Rare
No. Encountered:	1–3
Size:	S (21/2- to 3–ft at shoulder, 3– to 4–ft standing)
Move:	120–ft, or 240–ft for 3 rounds, or 240–ft hop 3× consecutively
Armor Class:	6
Hit Dice:	2+1
Attacks:	3
Damage:	1–3/1–3/1d4
Special Attacks:	Bite inflicts disease
Special Defenses:	Immunity to disease
Magic Resistance:	Standard
Lair Probability:	15%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3 / 65 + 2



The chupacabra are small, evil-looking creatures, which prey primarily on small livestock, such as sheep and goats. If faced against clearly superior numbers of larger creatures, the chupacabra will typically retreat. If cornered however, they are vicious foes.

The attack of the chupacabra consists of a claw/claw/bite routine. If the chupacabra successfully strikes its enemy with its biting attack, the victim must make a successful saving throw vs. poison. Due to the infectious nature of the creature's saliva, victims failing this save will contract a wasting disease which inflicts one additional hit point of damage per round until a *cure disease* spell or similar curative procedures are administered.

Description: Sightings of these creatures report a number of bizarre and nightmarish descriptions. However, the most common description of the chupacabra is that of a reptile-like creature, having leathery or scaly greenish-gray skin and sharp spines or quills running down its back. A pair of small, bat-like wings grow from its spine, which it employs when leaping (the chupacabra is not capable of actual flight). When walking on all fours, it is quick and agile, and stands 2-1/2- to 3-ft tall at the shoulder. When standing on its hind legs it is approximately 3- to 4-ft high, and is capable of hopping short distances and run at great bursts of speed.

Treasure: Incidental.

GUMMERSAURUS

	Dirt Dragon	Shrieker	Ass-Blaster
Frequency:	Very rare	Rare	Very rare
No. Encountered:	1	3d6	2d8
Size:	Huge (30–ft long)	Small (4–ft tall)	Medium (5–ft long)
Move:	30–ft (240–ft burrowing)	120–ft	10–ft (180–ft flying)
Armor Class:	2	6	5
Hit Dice:	10	5	4
Attacks:	3	2	1
Damage:	1d6/1d6/1d6	1d4/2d4	3d4
Special Attacks:	Swallow whole	Burning spittle	Fire emission
Special Defenses:	None	None	None
Magic Resistance:	Standard	Standard	Standard
Lair Probability:	Nil	Nil	Nil
Intelligence:	Low (cunning)	Low	Animal–
Alignment:	Neutral	Neutral	Neutral
Level/XP:	6 / 1,110+14/hp	4 / 155+4/hp	3 / 105+3/hp

While technically not a member of any true dinosaur species, the gummersaurus nonetheless has origins from the cretaceous geologic period. The species has three distinct life cycles as described below.



Dirt Dragon: These worm–like creatures are ravenous carnivores, always on the hunt for food. Indiscriminate eaters, their diet includes any living thing they can grasp with their prehensile tongues and drag into their beak-like maw. They are known to be cannibalistic when the opportunity presents itself; attacking other dirt dragons (also known as graboids), shriekers, and even ass–blasters when the opportunity

presents itself. Lacking eyes or a nose, they hunt by sensing seismic vibrations which are produced by sounds and movements (such as walking or even speaking above a whisper). Dirt dragons adopt a policy of “eat first, ask questions later,” swallowing whatever sets off their vibration sensors and regurgitating anything that proves to be inedible. Inedible objects will be spat out with considerable force, being propelled high into the air; even used as projectile weapons. Due to their sensitive hearing, dirt dragons will retreat from loud noises, which cause them great pain.

Dirt dragons are ambush predators, preferring to sneak up on their quarry, though they are also known to chase such prey with man-like determination. Erupting from the ground, they use three powerful tentacles, which extend from the mouth like tongues, ensnaring prey, and pulling it into an enormous triple-jawed mouth. The 10-ft long tentacles—each of which possesses its own toothy, mouth-like orifice—wrap around the prey, biting into its flesh for 1d6 hit points of damage per tentacle. Victims struck by two or more tentacles in the same round, will become entangled, and drawn into the creature’s mouth in the following round, where they will be swallowed whole. The stomach acid of the graboid is extremely caustic and hot. Victims swallowed will be simultaneously dissolved and boiled within 4 rounds unless they can be cut out and freed.

Dirt dragons are superb burrowers, and can travel at great speed underground. However, they are incapable of travelling through solid rock.

When prey attempts to flee by climbing, dirt dragons will dig away the earth under the hiding place, undermining it until it collapses or sinks low enough to allow the graboid to pluck off the prey. When they are unable to break down the prey’s hiding spot, the creature will continue circling the victim’s hiding place, until it (the prey) ceases making vibrations. Dirt dragons are known to employ incredible patience; even waiting until their prey dies of dehydration or starvation.

Though possessing low intelligence, dirt dragons have phenomenal memory and the ability to learn.

Dirt dragons are hatched from eggs contained within the body of ass-blasters (see hereafter). These eggs can lay dormant for up to 300 years. The hatching of the eggs is prompted by high temperatures (in excess of 200 degrees), explaining the ass-blasters migratory

patterns discussed later. The egg and its inhabitant may survive temperatures equal to red dragon breath. A *stone-to-mud* spell will destroy the egg and slay the juvenile dirt dragons contained within. The eggs greatly resemble large, very nearly round sandstone rocks; most being about 2-ft in diameter, and weighing upwards of 75 pounds.

Dirt dragons reach maturity quickly, attaining their full size in just 1 year.

Mature dirt dragons will live up to 150 years, at which time they will seek a secluded location where they will metamorphose into the next stage of its life. Three to six (1d4+2) shriekers (see hereafter) will burst forth from the dirt dragon's body where they have been growing in large placental sacs, thus killing the dirt dragon.



Shrieker: The second stage of the gummersaurus, shriekers are about 5-ft long, and 4-ft tall. While dirt dragons are worm-like in shape, shriekers slightly resemble small raptor-like dinosaurs or heavy ground-dwelling birds, having stout, three-toed legs and a compact body. They also have a short, stump-like tail. The creature's neck contains several small orange glands which produce fiery spittle.

The primary feature that shows shriekers are related to dirt dragons is in the shape of its head, which, like a dirt dragon's, consists of a powerful, beak-like armored upper jaw and a much narrower lower jaw surrounded by two mandibles. Both the jaws and the mandibles have sharp hooks and serrations to hold on to prey. Unlike dirt dragons, shriekers have more or less normal tongues.

The shriekers' most notable feature is a heat sensing organ atop

their head which is covered by a frill-like flap of skin, and is supported by a small ridge at the base of the skull. Using this organ, shriekers can detect subtle changes in temperature, employing it much like infravision. The creature otherwise has no eyes with which to see. Destroying this gland will render the shrieker effectively blind.

Shriekers are pack hunters, using their numbers to bring down large prey. Sensing the heat emitted by a living creature, they let out loud screams (earning them their name). While the sound itself is useless (as they are utterly deaf), the shrieking produces a tremendous amount of heat within the creature's neck glands, alerting each other to the presence of prey or enemies.

When hunting, shriekers show feats of cunning and cooperation, performing such high-level tactics as; surrounding prey, feigning injury, tactical retreat when faced with a clearly superior enemy, and even using each other's bodies to form ladders and bridges to reach prey otherwise beyond their range to attack.

The physical attack of a shrieker is comprised of a bite (2d4 hit points of damage) and a clawing from one of its two legs (1d4 hit points of damage). However, the shrieker may also eject burning spittle, produced in the creatures neck glands when it screams. The spittle can be shot up to 40-ft, and inflicts 2d4 hit points of damage. The spittle attack may be used up to four times each turn (4/6 rounds). If not used in battle, the shrieker must still expunge this material throughout the course of each day. In areas prone to have dry vegetation, this spittle frequently causes uncontrollable fires.

The shrieker will immediately begin consuming any creature it kills, ceasing its meal only to defend itself.

When a shrieker is around 12 hours old, it metamorphoses into an ass-blaster; shedding two of its jaws (the remaining jaw becoming the ass-blaster's head), and the legs transforming into thick, manta-like wings.



Ass-blaster: This is the third and final stage of the gummersaurus life-cycle. Ass-blasters have no legs. The ass-blasters' most striking features are their large, manta-like wings; they have red/pink-colored tail, consisting of a semi-translucent skin supported by a rigid spine. Ass-blasters use these wings to glide through the air. In order to take off, they produce a gaseous explosion from a gland located ahead of their tail, which also accounts for their name. Although fast and agile in the air, ass-blasters are slow and ungainly on the ground, 'walking' on their thick, leathery wings.

The ass-blaster learns at an extreme rate and can easily comprehend how to use its natural means of transportation as a torch. The only attack an ass-blaster is capable of is through the use of this blast; dive-bombing victims, and then blasting them with a flaming ball of mucous, and flying quickly away

Ass-blasters exploded when pierced with sharp objects. This explosion sprays burning material in a 30 ft diameter, and inflicting 1d6 hit points of damage to any creature in the area of effect failing a save vs. dexterity.

An ass-blaster's heat vision is much more detailed than a shrieker's. This is used to locate a den in which to develop its egg.

Each ass-blaster begins developing a dirt dragon egg in its combustion gland immediately on its transformation from a shrieker. The creature is motivated by the overpowering need to seek a location of heat and safety in which it will secure itself to harbor its egg in safety. Such a location can be a volcano, a hot spring, and similar naturally occurring locations. However, ass-blasters are also known to seek out man-made structures such as blacksmith's workshops, structures with large fireplaces, and locations with temporary sources of heat, like an outdoor bonfire. They will aggressively attack any creature occupying their chosen den.

Once inside the den, the ass–blaster immediately curls its wings around its body, which begin to quickly harden into a tough carapace. Over the next two years, the body of the ass–blaster slowly decays, feeding the egg within its body. This egg can lay dormant for as long as 300 years, but is capable of releasing its dirt dragon occupant in as little as 5 years. See the dirt dragon entry for more details about the dirt dragon egg.

HAG, FRONTIER (DESERT LOON)

Frequency:	Very rare
No. Encountered:	1
Size:	Man–sized
Move:	90–ft (see below)
Armor Class:	5
Hit Dice:	9
Attacks:	1
Damage:	2d4 or 2d6+4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	70% (immune to <i>charm</i> , <i>fear</i> , sleep, and heat– or fire–based spells)
Lair Probability:	Nil
Intelligence:	Exceptional
Alignment:	Neutral evil
Level/XP:	7 / 2,000+10/hp



Also known as a 'desert loon', the frontier hag appears as an extremely old and ugly human woman, whose skin has become a leathery husk, pulled taught over her skeleton. And though from appearance's sake, the hag seems frail and sickly, she is amazingly strong, having a physical brawn equal to 18.00 (see below). The skin of the hag is an unhealthy, sun-baked brown; her hair is white and wiry in appearance.

Frontier hags are rare, even on their home plane of Hades which they seldom leave. However, they are occasionally sent to perform tasks on the myriad Material Planes at the behest of a powerful demon or some form of other-worldly intelligence.

The frontier hag cannot abide cold, and will go to great lengths to avoid temperatures below 90°. Cold-based attacks made against a frontier hag inflict double normal damage when successful.

The hag's preferred modes of attack are either a raking claw (2d4 hit points of damage), or pummeling fist (2d6+4). If the clawing attack is successful, the victim must make a saving throw vs. poison, or suffer an additional 1-2 hit points of damage each round thereafter until a *cure disease* or *neutralize poison* spell can be cast on them. A *slow poison* spell, or imbibing of anti-venom will slow the damage thus inflicted to 1 hit point per round. This damage is cumulative for each successful "to hit" by the hag. If the pummeling attack form is used, the hag gets a +3 "to hit" her opponent due to her tremendous strength. This strength bonus however does not apply with respect to damage

when pummeling.

The hag can also call up a sandstorm at will (whether indoors or outdoors), effectively blinding all creatures within a 100-ft radius of her position, for 3d4 rounds. The sandstorm takes 2 rounds to manifest, at which time the hag is free to move about within the area of affect, and need not concentrate on it (allowing her to take other actions for the duration). If physically damaged while manifesting the sandstorm, the hag must wait 1 full turn before attempting to create it again.

The frontier hag is capable of transforming herself into a large whirlwind (also called a 'dust devil') to travel at great speeds across the desert. In this form, she has a movement rate of 240-ft. The hag, however, is not capable of using this ability over water. In the form of a whirlwind, the hag can pick up and carry any single object weighing no more than 500 pounds up to a distance of 100 miles. The hag uses this 'attack' to separate victims from each other to make attacking individual creatures easier. This ability causes superstition and fear among desert dwellers at the appearance of a normal 'dust devil' as an occurrence of weather on the open plains.

A frontier hag can cast a *magic missile* spell for 2d8 damage, or a *ray of enfeeblement* thrice per day each. She has the power of knowing a creature's alignment, and can *polymorph* herself at will.

Frontier hags are invulnerable to *charm*, *fear*, *sleep*, and heat- or fire-based spells. Similarly, they are unaffected by normal flames. To harm them, a weapon must be made of iron or silver or enchanted to +3 or better.

A frontier hag can try once per day (succeeding 75% of the time) to *gate* in an ally, with chances of either an ice devil (01-45), a babau demon (45-90), or pit fiend (90-00) appearing. The reward expected of the hag, is one or more *magic jarred* souls. Each soul thus gifted to the devil or demon guest gives the hag a 10% probability that the *gated* creature will cooperate with a hag's request. If the hag fails to convince the *gated* creature to offer her assistance, it will destroy the hag, changing her into a soul worm (qv).

While she has a special periapt she has forged in Hades, a frontier hag can astrally project her body at will. Upon losing the periapt, she can still depart the plane she is in at the time, but only to return to her home plane in Hades. This periapt gives the possessor +2 on all

saving throws, and cures diseases the possessor contracts. With each use by a good creature, the periapt decays; after ten uses, it vanishes.

Treasure: Periapt (see above).

HYENAWERE

Frequency:	Uncommon
No. Encountered:	3d4+2
Size:	Man-sized (61/2– to 7–ft tall)
Move:	120–ft
Armor Class:	6
Hit Dice:	4
Attacks:	1
Damage:	2d6 or by weapon type
Special Attacks:	Pheromones cause <i>hypnotic</i> effect
Special Defenses:	Iron or +1 weapons to hit
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Semi– (Low, see below)
Alignment:	Neutral (evil tendencies)
Level/XP:	3 / 135 + 3/hp



Similar to a jackalwere (qv), a hyenawere is a hyena which can assume humanoid form. In such a form, hyenawere resemble a very tall (61/2– to 7–ft in height), very hairy human, with gaunt, dog-like facial features. While in this humanoid form, their body appears very lean, though having well defined musculature.

When in hyena form, the hyenawere has the same stats as those possessed by a huge hyena (qv). Other statistics presented here pertain only to their humanoid form.

Hyenawere are pack animals, frequently found in the company of normal hyenas and occasionally used as guard animals by gnoll tribes. In this latter case, the hyenawere is generally cruelly treated, and is just as likely to turn on its gnollish masters as it is any intruders.

When found near human settlements, a hyenawere pack will be hunting victims, who are captured alive if possible, to be dragged off to a secure location (usually a cave), to be consumed alive (a still-beating heart is a greatly prized delicacy).

The primary attack of the hyenawere is through a vicious bite from their powerful jaws (2d6 hit points of damage). However, they are also known to attack through the use of crudely made clubs and mace-like weapons. Such weapons always inflict 2d4 hit points of damage. During combat, all hyenawere emit a pheromonal odor. This odor is strong and very pungent, causing a *hypnotic* effect to all creatures within 20-ft failing a saving throw versus poison. A failed saving throw causes the affected creature(s) to remain transfixed in place for 2d8 rounds.

Once a victim has made a saving throw against a specific hyenawere individual, further saving throws against that individual is no longer necessary.

Rare hyenawere possess exceptional intelligence for their species (categorized as 'Low'). Such individuals occur once in every 20 births (1 on d20), and when they occur they will always take the role as the alpha-leader of their pack upon "coming of age." These creatures are also capable of high-quality blacksmiths' work, and can sometimes be found employed in such activities. These creatures will use swords, or sword-like weapons in combat which inflict 2d4 hit points of damage.

Hyenawere do not value treasure, and any treasure found in their lair will be the castoffs of any victims that may have been killed and eaten therein.

Treasure: Incidental.

PRAIRIE LOBSTER

Frequency:

Uncommon

No. Encountered:	4d4
Size:	Small (3 ft long)
Move:	30-ft
Armor Class:	4
Hit Dice:	1-1
Attacks:	2
Damage:	1d4/1d4
Special Attacks:	Infection
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	None
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	1 / 11 + 1/hp



The prairie lobster is a desert-dwelling cousin to the more familiar aquatic species. Large as lobsters go, full grown specimens typically grow to 3-ft in length. They have two large fore-claws, which are used in defence and attack.

The prairie lobster is a scavenger, and will consume any kind of meat. Relatively harmless when encountered individually, they pose a particular danger when they attack en masse in swarms of up to 16 creatures. These creatures are able to pile up around a single victim, each pinching their quarry with two claw attacks ($2 \times 1d4$) each round.

A successful attack by a prairie lobster is likely to cause infection, due to their consumption of rotting flesh. If infected, victims will lose an additional 1 hp per round until such a time as the victim receives a *cure disease* or *heal* spell. A successful save vs. poison (made at +2) avoids infection entirely.

The prairie lobster can be eaten, if the creature is boiled whole until the carapace turns a bright red color (about 30 minutes). Food poisoning is a likely occurrence if the meat is not cooked sufficiently.

It is rumored that vast colonies of prairie lobster, housing hundreds of creatures, occupy large underground caves. Such dwellings are said to be ruled by intelligent specimens which have the ability of speech and the casting of spells.

Description: Prairie lobsters appear in a mottled patterning of dark red, grayish blue and tan. The face of a fertile female is a brilliant magenta to purple color.

Treasure: Incidental.

RATTLESNAKE, TITANIC

Frequency:	Very rare
No. Encountered:	1
Size:	Huge (60–ft long)
Move:	90–ft
Armor Class:	0
Hit Dice:	15
Attacks:	1
Damage:	3d6 or 4d4
Special Attacks:	Poison and constriction
Special Defenses:	Immunity to all forms of poison
Magic Resistance:	Standard
Lair Probability:	60%
Intelligence:	Very (malicious cunning)
Alignment:	Neutral (evil tendencies)
Level/XP:	9 / 5,500+20/hp



This massive serpent is by far the most feared inhabitant of large stretches of desert. Greatly resembling its mundane cousin, the Mojave desert sidewinder, the titanic rattlesnake grows to incredible length and girth; the largest known specimens being 60–ft in length and 10–ft around at mid–section.

Being very intelligent, the snake is capable of speech; one of few creatures also known to be able to speak not only the language of common folk, but also the secret speech of the gunslingers. The snake is also known to possess malicious cunning. Some individuals have been known to create complex burrows below entire villages, causing the village to disappear into a giant sink–hole.

The titanic rattlesnake does not generally include man–sized creatures within its diet, preferring to pursue larger quarry, such as hill giants, dirt dragons, and titanic tarantulas. However, the snake is known to resort to smaller prey when these larger creatures prove scarce. Once the snake has satisfied its hunger, it retreats into its lair to slowly digest its food for months at a time. The lair of the titanic rattlesnake is a deep, rocky, maze–like cave complex. At the deepest part of the complex will reside the snake, which may also house 1d4 eggs, fully the size of a grown man. Newly hatched snakes are 10–ft in length, 1–ft in girth. These hatchlings leave the protection of the parent immediately, seeking small caves to retreat deeper into the larger complex. Here, the juvenile snakes subsist on subterranean creatures until they have reached one half their full grown size, whereupon they leave the nest to pursue their own domain.

In times of hardship, parents are known to consume juveniles, and juveniles to consume one another in order to survive. It is possible to bribe the snake with enormous offerings of live food. Some villages

have been known to strike deals with snakes living near them to deliver sacrifices of food on a regular basis, in order to keep the snake from invading the community, and to provide some level of protection against other desert-dwelling creatures. Some of these villages have also been known to come to venerate the creature, treating it as a lord or even a deity, developing a snake-oriented religion around them.

The attack of the titanic rattlesnake is through either a bite (3d6), or a powerful constriction (4d8). The former attack also includes a powerful neurotoxic poison, and any creature failing its saving throw vs. poison is rendered utterly immobilized for a period of 3d8 turns. If the victim of the poison does not receive anti-venom, or curative *neutralize poison* spell, during this time, he will die as bodily functions such as heart rate and breathing decrease to extremely low levels. The snake's constriction attack is usually reserved for creatures of at least Large size, fearing a biting attack against a creature of such size would break one of its fangs. To determine a successful constriction, the snake must have two successful "to hit" attempts on consecutive rounds, at which time damage will be automatically inflicted at 4d4 per round, until the creature is slain or freed. After being constricted, the victim will be unable to attack the snake. A successful hit made against the snake causing in excess of 15 hit points of damage may (50%) cause it to release a constricted victim in order to defend itself. Attacks totaling 50% of the snake's hit points will always result in the creature releasing any victim so that it may attempt to retreat to a place of safety.

The scales of the titanic rattlesnake are strong (AC 0), and can be fashioned into small shields (or bucklers), providing the same protection as a **+1 small shield**.

Treasure: 5d6×1,000 cp (25%), 1d100×1,000 sp (35%), 1d6×1,000 ep (40%), 1d6×10,000 gp (35%), 1d4×100 pp (20%), 2d4×10 gems (35%)

SCORPION, MONSTROUS

Frequency:	Rare
No. Encountered:	1–2
Size:	Huge (40 ft long)
Move:	120–ft
Armor Class:	1
Hit Dice:	7+1

Attacks:	3
Damage:	2d8/2d8/2d6
Special Attacks:	Poison sting
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	65%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	6 / 550 + 10/hp

Monstrous scorpions are vicious predators found in hot, dry climates. They make their lairs in rocky caves or a pile of boulders where the creature has delved out a living space large enough for its great bulk.

Their usual tactic is to attack anything smaller than themselves. The scorpion will try and grab its prey with its huge claws then sting it to death with its tail. With a successful hit using its tail (2d6 hit points of damage) the victim must save vs poison or die. The scorpion can use its attacks independently of each other on 3 different targets. However, unlike smaller species of giant scorpion, the monstrous scorpion can only attack against multiple targets every other round due to its cumbersome size. The scorpion may alternate the multiple attacks though (i.e., attacking one enemy on the first round, two enemies the second round, etc). Anything man-sized or larger that the scorpion kills is taken back to its lair to be consumed.

Unlike other giant scorpions, the monstrous scorpion is immune to all forms of poison, including its own.

Treasure: (in lair only) 1d8×1,000 cp (10%), 1d12×1,000 sp (15%), 1d8×1,000 ep (15%), 1d6×1,000 gp (30%), 1d10 gems (10%), 1d6 jewellery (5%), 2 misc. magic + 1 potion (5%)

TARANTULA, TITANIC

	Female	Male	Juvenile
Frequency:	Rare	Rare	Rare
No. Encountered:	1	1	5d20
Size:	Huge (24 ft leg-span)	Large (18 ft leg-span)	Medium (6 ft leg-span)

Move:	120 ft; 30 ft burrowing	120 ft	180 ft
Armor Class:	2	4	7
Hit Dice	12	9	4
Attacks:	1	1	1
Damage:	2d10	1d12+1	1d6
Special Attacks:	Poison (failed save results in death)	Poison (failed save at +2 adds 1 hp additional damage/rnd until healed)	Poison (failed save at +4 inflicts paralysis)
Special Defences:	Immune to <i>charm</i> , <i>sleep</i> , <i>friendship</i> and other spells that affect the mind	None	None
Magic Resistance:	Standard	Standard	Standard
Lair Probability:	75%	None	15%
Intelligence:	Average	Semi-	Non-
Alignment:	Neutral (evil tendencies)	Neutral	Neutral
Level/XP:	7 / 2,800 + 16/hp	6 / 900 + 10/hp	3 / 125 + 3/hp



This gigantic tarantula—the size of a medium-sized structure—is easily one of the most feared desert dwelling creatures to inhabit the Discordant West; second only to the titanic rattlesnake. Possessing a cunningly evil intelligence, these otherworldly arachnids are said to originate at the beginning of time, having assisted the first gods in establishing the firmament; building the world by rolling the planet amid their combined ten thousand nimble legs over a hundred millennia. And then at the end of that time, the spiders—originally aligned with the gods—expected to be rewarded with realms of their own to lord over. But the gods refused the tarantula queens, causing the arachnids to rebel.

In the course of time, the spiders fell into self-serving evil ways, and while they once were the creators of the world, they grew to despise the creations of the gods, and resent the creatures which now populate it.

Stories purport that a race violet skinned, magic-wielding demi-humans pay homage to gargantuan tarantula females as allies and even as willing subjects. However, no proof of this partnership has ever been offered.

Female: The titanic tarantula possesses a higher than expected intelligence, even among giant-spider kind. As such, they can speak their own language, and the common tongue. The female is also extraordinarily vain, and may be easily swayed by the charismatic (reaction check at +10%). They may also be bribed with offers of valuable gems.

The den of the titanic tarantula will always be the home of a female. If two spiders are encountered, it will be a mating pair (after which, the male is always killed and consumed). If more than two are encountered they will be a brood of 4d4 newly hatched young.

Females will sometimes (35%) keep a number of tarrantulamons [\[8\]](#) slaves within her den. A female's den will also house dozens (or even hundreds in longer lived females) of large, huge, and giant spiders.

Female and male titanic tarantulas have a devastating poison in their bite that causes death instantly on a failed save attempt. The poison of juvenile spiders causes paralysis for 3d4 turns on a failed save (a successful save halves the duration).

Male titanic tarantulas are very nearly hairless (possessing pitch black skin), and are not capable of speech as are the females.

Female titanic tarantulas live an estimated 500 years, while males reach sexual maturity in 100 years (at which time they will be killed by a female following mating).

Treasure: Male and juvenile titanic tarantulas do not accumulate treasure. The treasure of females will be located in the deepest part of her lair, and will be comprised of; 1d8×1,000 cp (30%), 1d8×1,000 sp (30%), 1d8×1,000 ep (30%), 1d4×10,000 gp (25%), 1d6×100 pp (15%), 1d6×10 gems (20%), 1d8 jewelry (30%), 1d4 magic items (10%).

TARANTULA HAWK, GARGANTUAN

Frequency:	Rare
No. Encountered:	1d6+10
Size:	Large (12-ft long)

Move:	60–ft (240–ft flying)
Armor Class:	6
Hit Dice:	6
Attacks:	1
Damage:	1d8
Special Attacks:	Poison
Special Defenses:	Some poison immunity
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non–
Alignment:	Neutral
Level/XP:	4 / 250 + 6/hp

The tarantula hawk is a huge, wasp–like insect that specifically targets the titanic tarantula (qv), the primary source of food and incubation for its larva. The insect’s blue–black bodies and bright, rust–colored wings warns potential predators that they are dangerous and deadly. Their long legs have hooked claws for grappling with their victims. The stinger of the tarantula hawk can be up to 2–ft in length.

The attack of the tarantula hawk consists of a sting using its 2–ft long stinger (1d8 hit points of damage). The poison injected by the stinger causes the victim to lapse into a catatonic state for 3d6 rounds. The victim is entitled to a saving throw vs. poison at –4. Paralyzed victims will be carried away to the tarantula hawk’s den to be consumed or serve as host to its larva (see below). It is capable of carrying up to 250 pounds while flying, and a single hawk can drag up to 500 pounds without assistance at one half its normal movement rate.

Groups of up to 6 tarantula hawks will attack a single titanic tarantula—stinging and paralyzing the gigantic spider—then they will drag their paralyzed prey back into a prepared den (typically, a single large cave), where each tarantula hawk will attach 1d6 eggs on the spider’s abdomen. Following this, the hawks will seal the cave entrance with boulders and vegetation, imprisoning the spider within, leaving a small opening approximately 3–ft in diameter. The larva hatch quickly, emerging from their eggs within one week. Once hatched, the larvae enter the spider’s abdomen by burrowing through

spider's skin, and then begin to feed voraciously, avoiding vital organs for as long as possible to keep the spider alive. After several weeks, the larvae pupate, bursting forth from the spider's abdomen, at which time the newly hatched adults emerge from the cave using the hole left by the previous generation.

The tarantula hawk prefers female tarantulas in this attack, but will take males if a suitable female is not available. The tarantula hawk is immune to all forms of spider poison.

Tarantula hawks feed on cattle, sheep, pigs, boars, and other domesticated animals; paralyzing the victim, and then consuming their prey alive. Unprovoked attacks against humans, while being rare, are not unheard of when food becomes scarce. Disturbing a tarantula hawk den where a titanic tarantula is incubating a brood of larvae is likely to elicit a violent reaction from the nearby tarantula hawk swarm.

Treasure: None.

THUNDERBIRD

Frequency:	Rare
No. Encountered:	1 (1d4)
Size:	Large (40 ft wingspan)
Move:	30 ft; 240 ft flying
Armor Class:	2
Hit Dice:	10
Attacks:	1 or 2
Damage:	3d6 or 2d6/2d6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	5%
Intelligence:	Average
Alignment:	Neutral
Level/XP:	



Thunderbirds are solitary creatures, and little is known about their reproductive and pair-bonding behaviors, as more than a single adult creature is ever encountered. When more than one is encountered, it will be a female and 1–3 young or unhatched eggs. Eggs require 3 months to hatch, and chicks mature quickly; capable of flight and leaving the nest within 8 weeks, and maturing to full grown adults within 12 months. During this time, the chicks' appetite is voracious, and they will consume nearly anything they can kill less than 20 ft in overall size. However, dirt dragons (qv) of any size are their favored prey.

A thunderbird will attack either by biting or impaling prey with its sharp beak (3d6 hit points of damage), or by clawing with its large talons. However, the attack from which the creature derives its name, is its ability to create a powerful thunderclap at will by the beating of its wings. As the thunderbird beats its wings together on a downstroke, it creates a thunderous clap causing any creature within 100 ft to save versus petrification or be knocked to ground stunned for 4d6 rounds. This attack can be executed once per turn, to a maximum of 6 times per day. The thunderbird must be flying in order to execute the thunderclap.

The thunderbird also has the ability to create a storm accompanied by lightning, thunder, wind and rain. This storm will be 30 miles in diameter, centered on the location of the thunderbird at all times. Rainfall can measure up to 2 inches per hour, resulting in localized flooding. Wind speed can have sustained gusts of 60 miles per hour, resulting in significant damage to small structures.

Description: The thunderbird is a large bird of prey, closely resembling an eagle, but having features associated with flying reptilians, such as pterosaurs. Thunderbirds do not collect treasure, however, individuals can be drawn to high quality gems, and will collect such treasures in its nest.

Treasure: 4d6 gems (80%).

HEROES & VILLAINS OF LORE

This section contains several NPC's the GM may use as protagonists and antagonists within the party's path. By no means an extensive list (it was with great disappointment that many literary and movie personalities were removed from this list in order to honor their owner's copyright), GM's are encouraged to use these personalities as templates in developing their own *Discordant West* NPC's.

GM's will note that certain liberties were taken in creating the in-game statistics and historical accounts for the following NPC figures. As always, GM's are encouraged to assume creative license and alter these personas in whatever ways best suit their unique gaming situation and aesthetic.

ROBERT LEROY PARKER (A.K.A "BUTCH CASSIDY")

Class: Gunslinger	Race: Human
Level: 9	Alignment: Lawful Neutral
HP: 54	CON: 12
AC: 10	INT: 14
STR: 11	WIS: 12
DEX: 14	CHA: 16



Best known by his alias “Butch Cassidy,” Parker was a notorious train robber, bank robber, and leader of a gang called the “Wild Bunch.” The pressures of being continually pursued, notably by the Pinkerton Detective Agency, forced him to flee with an accomplice, Harry Alonzo Longabaugh, and Longabaugh’s girlfriend, Etta Place. The trio fled first to Argentina and then to Bolivia, where Parker and Longabaugh were thought to be killed in a shoot out in November 1908. The truth however, is that both Parker and Longabaugh found themselves caught in a vicious storm at sea while attempting to secretly return to the United States wherein their boat vanished and reappeared in the *Discordant West*.

Parker’s biggest fear is that the Pinkertons somehow managed to follow them to this mysterious world, causing him to be suspicious of any strangers he encounters. However, Parker, trying to “go straight” and stay a step ahead of the unseen Pinkertons, runs his affairs with a strict code of ethics in order to avoid calling attention to himself.

Preferred weapon(s): Union single-action revolver.

HARRY ALONZO LONGABAUGH (A.K.A “THE SUNDANCE KID”)

Class: Desperado	Race: Human
Level: 12	Alignment: Chaotic Neutral
HP: 58	CON: 12
AC: 8	INT: 9
STR: 12	WIS: 9
DEX: 16	CHA: 13



Better known as the Sundance Kid, Longabaugh was an outlaw and member of Butch Cassidy's Wild Bunch. Longabaugh met Cassidy after he (Cassidy) was released from prison around 1896. Together with the other members of the "Wild Bunch" gang, they performed the longest string of successful train and bank robberies in American history.

With his longtime girlfriend Etta Place and Parker, Longabaugh fled to Argentina to escape pursuit by the Pinkerton Detective Agency, ultimately arriving in Bolivia. Here, it is believed that Longabaugh and Parker were slain by local militia, even though their bodies were never recovered. If encountered in the *Discordant West* however, Longabaugh—or the man claiming to be Longabaugh—tells a tale of storm at sea and ending up in the *Discordant West*.

The fate and whereabouts of Etta Place is unknown.

Preferred weapon(s): Union single-action revolver.

GEORGE "FLAT NOSE" CURRY

Class: Fighter **Race:** Human

Level: 7 **Alignment:** Neutral

HP: 62 **CON:** 11

AC: 9 **INT:** 8

STR: 13 **WIS:** 9

DEX: 15 **CHA:** 10

"Flat Nose" Curry is a member of Butch Cassidy's Wild Bunch, and participated with them during a hold-up of the Union Pacific Overland Flyer. During the subsequent pursuit and escape by the Wild Bunch,

the gang waded downstream without horses in order to loose their pursuers. When the gang emerged at a town called Castle Creek in Utah, it was then discovered that Curry was not with them, and they concluded that Curry had drowned unnoticed during the flight from the posse as it was known he could not swim.

However, the truth of the matter is that Curry was pulled into a submerged cave in the streambed, and resurfaced in the Hills above the town of Globe.

Curry has resumed his life of crime in the Globe Territory, and has a price on his head for “Dead or Alive” capture.

Preferred weapon(s): Marauder’s leg.

WILLIAM “NEWS” CARVER

Class: Fighter **Race:** Human

Level: 6 **Alignment:** Neutral

HP: 36 **CON:** 9

AC: 10 **INT:** 12

STR: 12 **WIS:** 9

DEX: 11 **CHA:** 10

Carver was another outlaw who rode with Cassidy’s Wild Bunch, getting his nickname for the great pleasure he got by reading his name in the newspaper.

While it is popularly reported that Carver was killed by sheriff’s deputies in a bakery in Sonora, Texas, he was in reality laying low in a remote cabin with friend and fellow outlaw Ben Kilpatrick, when the pair were attacked by a band of gnolls. Kilpatrick was slain, but Carver was captured and taken to a cave by the humanoids.

He later escaped, finding himself ultimately in the town of Hogg where he continues his life of crime, and has a reward for his capture.

Preferred weapon(s): Marauder scattershot revolver.

THOMAS E. “BLACK JACK” KETCHUM

Class: Desperado **Race:** Human

Level: 8 **Alignment:** Chaotic Evil

HP: 48 **CON:** 14

AC: 9 INT: 12
STR: 13 WIS: 9
DEX: 15 CHA: 11



Tom Ketchum, along with his brother Sam, were murderous train and bank robbers, operating primarily in the New Mexico Territory in the late 1800's.

History purports that Thomas Ketchum was ultimately hanged for his crimes; his head notoriously snapping free of his body in the process. However, that account is false.

In early June 1896, Tom and Sam Ketchum robbed a combined store and post office at Liberty, New Mexico. According to accounts, the Ketchums rode into Liberty and purchased supplies. That evening, a terrific thunderstorm began, and they returned to the store, owned by Morris and Levi Herzstein, who invited them to take shelter for the night.

Returning the next morning to open his store, Levi Herzstein found that both the store and post office had been burglarized. After gathering a posse, Herzstein set out on the outlaws' trail. The posse, composed of just four men, took the two outlaws by surprise in the Plaza Largo arroyo, where a shoot out immediately began under a lightning-filled nighttime sky.

The sole surviving member of the posse reported that they (the posse) had trapped the Ketchums in the arroyo. At that time the two parties began exchanging gunfire. He goes on to day that though the two outlaws were mortally wounded in the exchange, the other three members of the posse were also slain.

The truth of the story is that having trapped the Ketchums in the arroyo, the posse approached the pair to discover a third outlaw had joined them. This third enemy was a monster with the burly physique of a man, and the head of a bull. The creature had a massive shotgun, that at close range nearly cut the other three members of the posse in half with a single devastating shot.

The surviving man turned and ran, and turning back momentarily, saw the Ketchums and the bull-headed man vanish into a swirling mist.

“Black Jack” now terrorizes the town of Whitetail, near his hideout in Ruin Basin. The whereabouts of Sam Ketchum are not known.

Preferred weapon(s): Myrlund coach gun, long knife.

CLYDE BARROW

Class: Desperado	Race: Human
Level: 9	Alignment: Chaotic Evil
HP: 53	CON: 14
AC: 8	INT: 12
STR: 11	WIS: 9
DEX: 16	CHA: 12

By all accounts, Clyde Barrow was a violent, psychopathic killer, known largely for his gang’s few bank robberies than for the dozens of smaller armed robberies he and his compatriots (which included his girlfriend Bonnie Parker) executed during the 1930’s. During their crime spree, the Barrow gang was credited with 13 murders.

An ambush was set for the pair by local law enforcement in Bienville Parish, Louisiana. The six officers fired over 100 rounds into the car occupied by Barrow and his girlfriend, Bonnie Parker. It is widely held that the pair was slain in the volley of gun fire. The truth is that the overwhelming gunfire created a gate-like effect, opening a temporary portal through time, causing both Barrow and Parker to be pulled into the *Discordant West*. Both suffered numerous grievous wounds, which were healed by a sympathetic doctor, known to now travel with the pair.

Preferred weapon(s): Repeating scattershot, Myrlund coach gun, Marauder’s leg.

BONNI PARKER

Class: Fighter **Race:** Human

Level: 6 **Alignment:** Chaotic Neutral

HP: 36 **CON:** 10

AC: 10 **INT:** 11

STR: 9 **WIS:** 9

DEX: 14 **CHA:** 14



Parker is the girl friend of murdering gangster Clyde Barrow. Although never known herself to have killed anyone, Parker was present at numerous murders and robberies committed by Barrow, or members of his gang.

Thought to have been slain by lawmen in an ambush committed against her and Barrow, Bonnie Parker slipped through a portal that opened in space and time, catapulting her to the *Discordant West* where the pair continue a life of violent crime.

Preferred weapon(s): Karousel pistol.

JOHN DILLINGER

Class: Gunslinger **Race:** Human

Level: 7 **Alignment:** Lawful Evil

HP: 64 **CON:** 13

AC: 10 **INT:** 12

STR: 11 **WIS:** 10

DEX: 13 **CHA:** 13

In the heyday of the Depression-era outlaw Dillinger was the most notorious of all, standing out even among more violent criminals such as “Baby Face” Nelson, “Pretty Boy” Floyd, and Bonnie and Clyde. Media reports were spiced with exaggerated accounts of Dillinger’s bravado and daringly colorful personality.

After evading police in four states for almost a year, Dillinger was wounded and returned to his father’s home to recover. He returned to Chicago in July 1934 and met his end at the hands of police and federal agents who were informed of his whereabouts by a prostitute named Ana Cumpas. On July 22, the police and Division of Investigation closed in on a theater where Cumpas informed lawmen she and Dillinger would be watching a movie. As a man fitting Dillinger’s description exited with the theatre, agent opened fire, killing the man. Afterwards, the body was identified as that Chester McGill, a local teamster union boss who bore a string familiarity to Dillinger.

Meanwhile, Dillinger, having been tipped off by Cumpas to the ambush, left the theatre through a back door that led into an alley. Here, Dillinger was struck by a hit-and-run driver. Dillinger was thrown against a poster advertising a new western movie, and plunged within to emerge within the Discordant West.

Preferred weapon(s): Union single action revolver.

LESTER JOSEPH GILLIS (A.K.A. GEORGE “BABY FACE” NELSON)

Class: Fighter **Race:** Human

Level: 7 **Alignment:** Neutral Evil

HP: 54 **CON:** 12

AC: 8 **INT:** 9

STR: 13 **WIS:** 9

DEX: 16 **CHA:** 12

Gillis was a bank robber and murderer in the 1930s, and was better known through newspaper accounts as “Baby Face” Nelson, a name given to him due to his youthful appearance and small stature. Nelson entered into a partnership with John Dillinger, helping him escape from prison, and was later labeled along with the remaining gang members as Public Enemy, No. 1.

Nelson was responsible for the murder of several people, and is credited with having killed more FBI agents in the line of duty than any other person. Nelson was shot by FBI agents and died after a shoot-out often termed "The Battle of Barrington."

At Gillis' embalming, the funeral director was slain by an intruder dressed in a black western duster and wearing a pair of six-guns. When family members at last gained entry into the funeral home, Gillis' body was gone.

Twenty-four hours later, "Baby Face" Nelson was seen in the company of a notorious gunslinger in the Globe Territory.

Preferred weapon(s): Freeman's lightning carbine.

CHARLES ARTHUR "PRETTY BOY" FLOYD

Class: Fighter **Race:** Human

Level: 8 **Alignment:** Neutral Evil

HP: 60 **CON:** 14

AC: 10 **INT:** 10

STR: 12 **WIS:** 9

DEX: 12 **CHA:** 14

Was a bank robber who operated in the Midwest and West South Central States. Following the death/disappearance of John Dillinger, "Pretty Boy" Floyd was named Public Enemy No. 1. On October 22, 1934, Floyd was being pursued by federal and local law enforcement on foot. Debate remains about who fired at Floyd first, a shot hit Floyd in the shoulder, knocking him to the ground amid tall grass. When officers caught up to Floyd at the spot where he was seen to have fallen, officers found only a depression in the grass with a small pool of blood, but of Floyd himself, there was no sign.

Floyd however did turn up in the *Discordant West*.

Preferred weapon(s): Union repeating carbine.

JESSE JAMES

Class: Desperado **Race:** Human

Level: 9 **Alignment:** Chaotic Neutral

HP: 48 **CON:** 14

AC: 8 INT: 10
STR: 11 WIS: 11
DEX: 16 CHA: 11



James was an American outlaw, gang leader, bank robber, train robber, and murderer from the state of Missouri, and the most famous member of the James-Younger Gang. Jesse James was involved in regional insurgencies of ex-Confederates following the American Civil War rather than a manifestation of frontier lawlessness or alleged economic justice.

Jesse and his brother Frank were Confederate guerrillas during the Civil War. They were accused of participating in atrocities committed against Union soldiers. After the war, as members of various gangs of outlaws, the James brothers robbed banks, stagecoaches, and trains.

The James brothers were most active with their gang from about 1866 until 1876, when their attempted robbery of a bank in Northfield, Minnesota resulted in the capture or death of several gang members. They continued in crime for several years, but were under increasing pressure from law enforcement.

On April 3, 1882, friend and fellow gang member Robert Ford reportedly killed James, hoping to collect a reward on James' head. On that day, after eating breakfast, Ford and James prepared to depart for another robbery. They went in and out of Ford's house readying their horses. As it was an unusually hot day, James removed his coat, then removed his firearms, lest he look suspicious. Noticing a dusty picture on the wall, he stood on a chair to clean it. Bob Ford attempted to shoot James in the back of the head. But fate served to spare James' life that day. A powerful earthquake rocked the area, opening a chasm

beneath house, tumbling Ford, James, and the house entirely into the widening hole.

Jesse James emerged in the vicinity of Webster Gulch where he immediately took in with a gang of desperados. Of Ford's fate, James can bear no witness.

Preferred weapon(s): Marauder scattershot revolver, Knight's percussion revolver, Union carbine.

JAMES "WILD BILL" HICKOCK

Class: Gunslinger **Race:** Human
Level: 8 **Alignment:** Lawful Neutral
HP: 56 **CON:** 13
AC: 8 **INT:** 11
STR: 13 **WIS:** 12
DEX: 16 **CHA:** 13



Although some of his exploits as reported at the time were fictionalized, his skills as a gunfighter and gambler, along with his reputation as a lawman, provided the basis for his enduring fame. Born and raised on a farm, Hickok went west at the age of 18, first working as a stagecoach driver, then as a lawman in the frontier territories of Kansas and Nebraska. He fought (and spied) for the Union Army during the American Civil War, and gained publicity after the war as a scout, marksman, actor, and professional gambler.

Hickok was shot from behind and believed killed while playing poker in a saloon in Deadwood, Dakota Territory (now South Dakota) by an unsuccessful gambler. The card hand he held at the time of his death

(aces and eights) has come to be known as the “Dead Man’s Hand.”

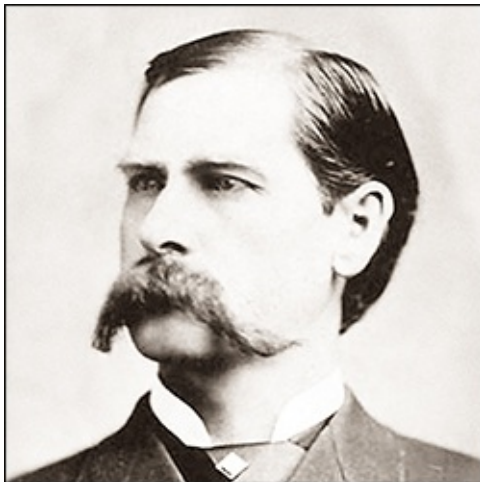
Hickok was buried in a simple pine box in the Deadwood cemetery. The morning following his internment, Hickok’s grave was found to have been despoiled, and his coffin, empty.

A man matching Hickok’s description is known to travel the hills and plains in the vicinity of Hogg in the Globe Territory.

Preferred weapon(s): Confederate repeating carbine, Union single-action revolver, long knife.

WYATT EARP

Class: Gunslinger	Race: Human
Level: 8	Alignment: Lawful Neutral
HP: 50	CON: 12
AC: 8	INT: 14
STR: 11	WIS: 11
DEX: 16	CHA: 13



Earp moved constantly throughout his life from one boomtown to another. In 1879 with his brothers—Morgan and Virgil—Wyatt moved to Tombstone, Arizona, where a silver boom was underway. There, the Earp brothers clashed with a loose federation of outlaws known as the ‘Cowboys’. Wyatt, Virgil, and their younger brother Morgan held various law enforcement positions that put them in conflict with the Cowboys, who threatened to kill the Earps on several occasions. The conflict escalated over the next year, culminating in a gunfight at the O.K. Corral, in which the Earps, along with Wyatt’s long-time friend John “Doc” Holliday, killed three of the Cowboys.

In the next five months, Virgil was ambushed and maimed, and Morgan was assassinated. Pursuing a vendetta, Wyatt, Holliday and several others formed a federal posse that killed three of the Cowboys they thought responsible.

Accounts hold that eventually Earp found his way to California, and then to Hollywood, where he acted as advisor on several western-themed moving pictures. However, the man who actually turned up in Hollywood was an imposter, having found Earp's personal effects abandoned in a room in the Hotel Glenwood in Colorado.

Just prior to this, it was witnessed that Earp had arrived in Glenwood Springs to visit his dying friend "Doc" Holliday, who was convalescing in the Hotel Glenwood. Upon Holliday's death, Earp—becoming despondent having outlived all his brothers and now his dearest friend—wandered off into the desert, praying for death to take him. Instead, he wandered into Globe near to death through dehydration 30 days later, with no clue as to how he came to be in the *Discordant West*.

Earp still practices law throughout the Globe territory, through no-nonsense, and sometimes brutal policies.

Preferred weapon(s): Union single-action revolver, repeating scattershot.

GEORGE ARMSTRONG CUSTER

Class: Gunslinger	Race: Human
Level: 7	Alignment: Lawful Neutral
HP: 48	CON: 13
AC: 10	INT: 12
STR: 12	WIS: 11
DEX: 14	CHA: 12

Custer rose to prominence during the Civil War. He was eventually promoted to the rank of major general of Volunteers, and was present at General Robert E. Lee's surrender.

After the Civil War, Custer was dispatched to the West to fight in the American Indian Wars. All the men under his command were killed at the Battle of the Little Bighorn in 1876, fighting against a coalition of tribes in a battle that has come to be popularly known as "Custer's

Last Stand.” Custer and his men were defeated so decisively in this battle that the Battle of the Little Bighorn has overshadowed all his prior achievements.

Though he is believed to have perished at this time, his body was never recovered. Indian legends say that he was taken with his enemy Sitting Bull to the Happy Hunting Grounds to answer for his murderous actions against the Indian tribes.

Custer now commands a small mercenary detachment, waging a personal war of vengeance against all tribesmen he comes across for the slaughter of his army at the Little Bighorn.

Preferred weapon(s): Union single-action revolver, military sabre.

THATHAKA IYOTAKE (A.K.A “SITTING BULL”)

Class: Ranger **Race:** Human (tribesman)

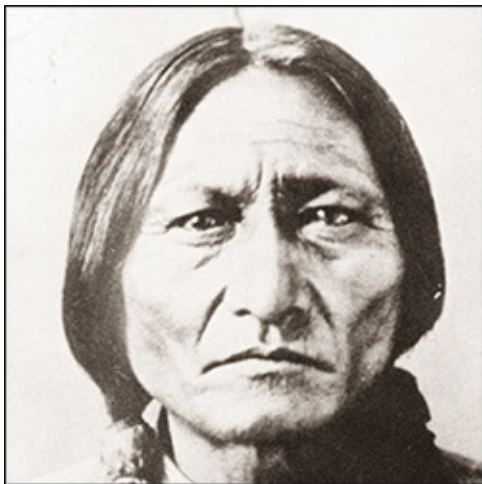
Level: 8 **Alignment:** Neutral Good

HP: 52 **CON:** 12

AC: 8 **INT:** 13

STR: 12 **WIS:** 14

DEX: 16 **CHA:** 12



Sitting Bull was a Lakota holy man who led his people as a tribal chief during years of resistance to United States government policies. The official story is that he was killed during an attempt to arrest him, and his subsequent burial was held in secret in order to prevent his martyrdom.

The truth of the matter is far more strange.

Before the Battle of the Little Bighorn, Sitting Bull had a vision in which he saw the defeat of the 7th Cavalry under Lt. Col. George Armstrong Custer on June 25, 1876. Sitting Bull's leadership inspired his people to a major victory. However, while it is popularly reported among the Lakota that Sitting Bull survived the massacre of Custer's forces, Sitting Bull and Custer both became locked in a personal hand-to-hand battle at the top of what would later become known as Custer Hill. Here, a war chief named Crazy Horse reported seeing the pair in their mutual struggle. As Crazy Horse approached them in order to give aid to Sitting Bull, Custer brought his military sabre in a terrible arc which would have taken Sitting Bull's head, had Sitting Bull's rifle not been arcing in to strike Custer at the same time. When the two weapons met, a blinding flash of light enveloped both men, and when the witnesses' eye sight returned, both Custer and Sitting Bull had vanished.

Having arrived in the *Discordant West*, Sitting Bull has gathered around himself a small tribe of followers as he continues his personal vendetta against Custer.

Preferred weapon(s): Confederate repeating carbine, hand axe.

TASUNKE WITKO (A.K.A "CRAZY HORSE")

Class: Fighter **Race:** Human (tribesman)

Level: 10 **Alignment:** Lawful Neutral

HP: 70 **CON:** 12

AC: 7 **INT:** 11

STR: 14 **WIS:** 12

DEX: 17 **CHA:** 13



Crazy Horse was born to parents from two tribes of the Lakota Sioux. His father, born in 1810, was also named Crazy Horse. One account said that after the son had reached maturity and shown his strength, his father gave him his name and took a new one, Waglula (Worm). His mother Rattling Blanket Woman (born 1814) died when Crazy Horse was only four years old.

Crazy Horse was an Indian veteran of the Battle of Little Bighorn. On the morning of September 5, 1877, Crazy Horse was to be turned over to the Officer of the Day at Fort Robertson. Crazy Horse was to be arrested and taken under the cover of darkness to Division Headquarters. Once inside, Crazy Horse struggled with the guard and attempted to escape. Just outside the door, Crazy Horse was stabbed with a bayonet by one of the members of the guard. He was taken to the adjutant's office, where he was tended by the assistant post surgeon, Dr. Valentine McGillicuddy, and died late that night.

Two days later, Crazy Horse was to be cremated on a ceremonial pyre. The ceremony culminated in Crazy Horse's rise to the Happy Hunting Grounds. Here, Crazy Horse was returned to the *Discordant West*, where he took a new body to become an avenging hero of all native peoples.

Preferred weapon(s): Hand axe, Freeman's lightning carbine.

“DOCTOR” JONAS H. FATE

Class: Doctor **Race:** Human

Level: 8 **Alignment:** Neutral Good

HP: 40 **CON:** 16

AC: 10 **INT:** 14

STR: 9 **WIS:** 14

DEX: 12 **CHA:** 11

A purveyor of potions, lineaments, salves, and tonics; Fate travels the territories in his black horse-drawn carriage, hawking his wares, seeming to always have exactly what one needs. Fate came to notoriety in the small town of Washburn where he intervened in a showdown between an aging gunfighter, and a young turk trying to carve out a name for himself. Providing both men with a potion that promised to make them the most accurate shot in all the lands, both shooters suffered hand injuries; forever destroying their ability to fire a weapon in anger. Thus, sparing both men a future filled with violence and death.

The populace gives Fate a wide berth when he comes into town, for none fully trust him, or the mysterious wares he sells. And those who would patronize the black carriage, usually do so by the darkness of night.

Preferred weapon(s): Karousel pistol.

TURGAN RUGGEDHIDE (A.K.A. "BLACK HORNS")

Class: Lyryst Veteran **Race:** Minotaur

Level: 10 **Alignment:** Chaotic Neutral

HP: 72 **CON:** 14

AC: 10 **INT:** 12

STR: 17 **WIS:** 12

DEX: 12 **CHA:** 12

Ruggedhide, also known as "Black Horns" for his great bull's horns which he keeps polished to a high-sheen with boot-black, is known throughout the territory for two traits; his deep, melodious singing voice, and his penchant for killing his enemies with his bare hands.

Almost kindly in normal circumstances (to friends and comrades-at-arms known to him), when battle-lust or alcohol overtake the huge

minotaur, the violence he can enact upon another is a frightening sight to behold.

Preferred weapon(s): Bullman's blunderbuss, bull whip, long knife.

[5] Refer to the UÆO for information on the minotaur titan.

[6] See the UÆO section **PSIONICS REVISITED** for additional information.

[7] The werebat is described in the UÆO, all other lycanthropes are covered in the OSRIC SRD.

[8] Refer to the UÆO for more information on Tarrantulamon.

Magic & Machinery

Those who don't believe in magic will never find it.

—Roald Dahl

MAGIC

THE FLORA

The endless desert plains of the *Discordant West* are dotted with great expanses of grasslands, otherworldly wildflowers, and several intelligent species of trees and shrubs.

Manni Grass: A tall grass (up to 5-ft in height) that is imbued with *healing* properties. Used by doctors to treat poison and diseases. Preparing the grass for medicinal uses will require a doctor of at least the third level of experience, a sage (with an herbalist specialty), or else an alchemist whose services will cost no less than 500 gp.

When preparing the grass, it can be prepared in one of three ways—paste, potion, or powder—each having its own unique properties.

Manni paste closes opens wounds, heals festering soars, and mends broken bones. It is easily identified by its smooth, guacamole-like appearance. In the healing of bones, the area needs to be wrapped with clean linen and secured with wooden sticks for a period of no less than 48 hours. In all cases, the paste heals 3d6 hit points of damage (including that caused by heat/flame) over four hours following application. A second application can be applied every four hours thereafter. At no time will the paste restore more hit points than the creature previously possessed. The paste will not regenerate severed limbs, but will cause new skin to rapidly grow over open wounds.

Manni potion is a powerful anti-toxin, effective against all save the most powerful types of poison. A half vial of the potion will act as a *slow poison* spell (lasting 6d4 turns), while consumption of an entire vial will perform as a *neutralize poison* spell. In this liquid form, the potion is utterly clear, has an oily consistency, and its flavor is likened

to that of very dry mead (though the potion itself contains no alcohol).

Manni powder is ingested orally by suspending it into some kind of liquid preferred by the patient (any form of liquid will do, so long as it is not hot, as boiling temperatures will neutralize the curative properties of the powder). The equivalent of 2 tablespoons of the powder must be consumed in order to realize its benefits. The powder cures all forms of disease, as well as; headaches, arthritis, gout, fever, common cold, among other mundane maladies. Some forms of insanity can even be temporarily nullified for 4d12 hours. Manni powder is identified by its fine, crystalline granules, which are white, and which when sprinkled into whiskey, will cause the golden liquor to take on a deep emerald color.

Sometimes manni grass is found growing in or near clumps of demon grass (see hereafter). In such cases, the manni grass may have become tainted (33%), becoming a deadly poison no matter its prepared form (save vs. poison applies, a failed save results in death, while a successful save removes half of all hit points currently held by the creature).

Demon Grass: Pleasantly fragrant; this broad-leafed prairie grass grows in thick clumps which grow 4-ft wide and 2-ft high. Brewed properly (1 on d8), ingesting a tea created from the weed allows the creature to read the mind of other intelligent beings (possessing at least 'Low' intelligence), as the magic-user spell *ESP*. However, brewed improperly (2-7 on d8), the creature will suffer *hallucinations* as the illusionist spell. Rarely (8 on d8) a brew of demon grass will induce insanity. A successful save vs. poison will avoid the hallucinogenic and poisoning effects. If brewed with the skilled hands a doctor of at least the 6th level of experience, the chance of correctly brewing the grass for its *ESP* properties becomes 1-8 on d10, while *hallucinations* occur only 9-10 on d10, and the risk of insanity is completely avoided.

Devil Grass: This ornamental grass very greatly resembles terrestrial pampas grass, and grows to heights of 6-ft, and even taller. Devil grass gets its name from its use beyond mundane garden decoration; and that is as a 'gate' from which to call forth abyssal creatures in order to exact their favors

Used in combination with a *gate* spell, smoke from the burning of a matured (6-ft tall) devil grass stand produces an effect similar to that

of a *protection from evil* spell; placing evil enemies at a -4 “to hit” against any and all non-evil creatures within the perimeter of the smoke cloud, and saving throws caused by such creatures will be made at a bonus of $+4$. Such beneficial affects remain active only so long as the creature(s) it is protecting remain within the pall of smoke (which will last $4d6$ rounds).

Without the added effects of the *gate* spell, burning the grass creates a *protection from evil 10 ft radius* spell for a duration of $3d4$ rounds, or, as long as the grass is kept burning.

Rose of Deschaine: This blood-red flower grows in expansive fields in far remote regions unknown except to the most ancient of sages. Reputed properties of the rose suggest that it can instill powerful abilities of prognostication within any creature who meditates upon its petals. Such meditation is suggested to last from a single day—sunrise to sunset—to an entire week, during which time the individual must fast, and consume nothing but water.

Known properties of the rose produce a clairvoyance-like ability to a creature holding it, and staring into the petals. The beholder can then benefit from the effects of the spell *clairvoyance* as though he was a 7th level magic user. Each time this ability is used, a petal falls from the stem. When all the petals have fallen, the power is lost. The power of *clairvoyance* remains so long as at least one petal is attached to the stem. A typical **rose of Deschaine** will have $1d4+20$ petals.

Fallen petals which are consumed heal $1-3$ hit points of damage. Plucked petals that are consumed become deadly poison, requiring a saving throw versus poison at -2 or death will result in $1d4$ turns.

Sagebrush: This low-growing shrub is native throughout the *Discordant West*, where it grows at high-altitudes (above $3,500$ ft) in open, exposed habitat in dry, sterile, rocky soils. This gray-green shrub forms mounds generally no higher than 3 or 4 inches. Its many branches are covered in short hairy leaves which are a spike-shaped array of clusters of hairy flower heads. Each head contains a few pale yellow disc-shaped florets.

Though it can be found in nearly any dry climate, mature patches (those greater than 3 ft in diameter) can be difficult to locate. These rare “mature” plants are greatly sought after for their ability to communicate answers to specific questions. Questions must be

verbally communicated to the plant (which can understand any spoken language), though the answers are provided as telepathic messages to the questioner.

The GM is at her discretion to provide as much information as a reply to questions posed as she feels appropriate for a particular situation. However, the answer will always be truthful, and not intentionally misleading, though it may be vague. For instance, a response to the question, “Where is the treasure we seek?” may elicit the response, “Where you least expect it,” or even, “Under the giant rock with large red ‘X’ painted on it in the town of Globe at the intersection of 1st Avenue and Main Street.”

Attempting to transplant sagebrush in any way will kill it. Only one question can be posed to an individual sagebrush plant in any 48-hour period.

NEW SPELLS

Cleric

BAD MEDICINE (REVERSIBLE) **CLERICAL NECROMANCY**

Level: Cleric 3
Range: Line of Sight
Duration: See below
Area of Effect: 1 hit die/caster level
Components: V,S,M
Casting Time: 2 rounds
Saving Throw: Negates

This spell is most often used by clerics to avenge themselves on those who have angered them. *Bad medicine* modifies the target’s “to hit” roll, saving throw and damage roll by -2. The spell affects 1 hit die of creatures per level of the spell caster, so that a sixth level cleric may target one creature having 6 hit die, or six creatures having 1 hit die, or any other combination which falls within the spell’s limitation.

Bad medicine may only be removed by a cleric of equal or greater level than the original caster using the reverse of the spell (*good*

medicine), *remove curse*, or *wish* upon each victim.

Good medicine, raises the target's "to hit" roll, saving throw and damage roll by +1 for 1d10 + 1 round for each level of the caster. As with *bad medicine*, the cleric may cast *good medicine* on an equivalent number of hit die equal to his own experience levels.

Components: The cleric must be able to make himself heard and seen by the intended target(s) while performing the verbal commands and somatic gestures. The material components are either a handful of herbs common to the area, the claw of an eagle (*bad medicine*) / the feather of an eagle (*good medicine*), and the venom of a poisonous snake (*bad medicine* only).

BERSERK

CLERICAL CONJURATION / SUMMONING

Level: Cleric 5

Range: 50 ft

Duration: 1 round/caster level

Area of Effect: 1 creature/caster level

Components: V,S,M

Casting Time: 1 round

Saving Throw: Negates

Casting the *berserk* spell upon an individual or group transforms them into cave bears (qv), although they will retain their own arms and continue to be capable of wielding weapons. In this state, the targets enter into a killing rage; loosing fear of death and personal injury. They must attack any enemy of the spell caster they see, although they will not respond to any command or instruction. Due to their blind rage, they suffer a -4 penalty on attribute checks for intelligence, wisdom, or charisma.

During the spell's duration, the warriors are immune to the following spells; *charm* (all forms), *protection from evil/good* (all forms), *dispel evil* and *repulsion*. In addition, they receive a + 2 modifier on saving throws versus all other spells.

During the transformation into bear form, all articles worn by the spell's target(s) (i.e., clothing, armor, etc.) must make a saving throw vs. crushing blow, or be destroyed. Magic armor receives a bonus to

save equal to its armor class bonus. Any items making a successful save will fall away from the creature's body, remaining undamaged.

While under the effects of the spell, transformed targets start with 50 hit points, and all the specifications of a cave bear with the exception of intelligence, which is considered Low. Transformed targets may wield melee weapons larger than a dagger or long knife. Transformed targets may not employ special attack routines, such as backstabbing or assassination.

Components: The material component of this spell is a tuft of cave bear fur, which is burned during the casting.

CALL SPIRIT ANIMAL

CLERICAL CONJURATION / SUMMONING

Level: Cleric 1

Range: 0

Duration: See below

Area of Effect: 1 mile radius/caster level

Components: V,S,M

Casting Time: 4d6 hours

Saving Throw: See below

Call spirit animal is very similar in nature to the magic user spell *find familiar*. Such creatures are primarily a benefit to the cleric in terms of communing with his or her deity. But like the magic user's familiar, the loss of a cleric's spirit animal can take a significant toll upon the priest.

To summon the spirit animal, the cleric must pray over a censer which burns incense (100 gp in total value) continually until the spirit animal makes itself known to the cleric. The caster must maintain his casting for as long as necessary (4d6 hours) until the spirit animal arrives or the casting time expires. The spell may be attempted only once per year, and the caster has no control over the type of animal that will respond. When it arrives, the spirit animal is a faithful servant and ally to the caster. Normal spirit animals have 1d3+1 hit points, are AC 7, and are as intelligent as a lower-than-average human. When the spirit animal is within 120 ft of the cleric, the cleric gains additional hit points equal to the spirit animal's. However, if the spirit animal is ever killed, the cleric permanently loses twice the spirit animal's hit points.



CASTER LEVEL

1-5 6-10 11-15 16+ SPIRIT ANIMAL

01-06 01-06 01-07 01-07 Special

07-29 07-29 08-33 08-33 Jackal, Normal

30-40 30-41 34-45 34-46 Hawk

41-51 42-53 46-57 47-59 Owl

52-62 54-65 58-69 60-72 Seagull

63-73 66-77 70-81 73-85 Marmoset

74-84 78-89 82-93 86-98 Rabbit

85-00 90-00 94-00 99-00 None

A special spirit animal is entitled to a saving throw in order to avoid the effect of the spell. The type of special spirit animal to appear depends upon the cleric's alignment:

Lawful good or Lawful neutral: Lion, Cougar

Chaotic good, Neutral good: Tiger, Normal

Neutral: Wolf^[9]

Lawful evil or Neutral evil: Assassin Bird

Chaotic evil or Chaotic Neutral: Kullule

DIVINE FAVOR

CLERICAL DIVINATION

Level: Cleric 6

Range: Touch

Duration: 1 week/caster level

Area of Effect: 1 individual

Components: V,S

Casting Time: 6 turns

Saving Throw: None

The *divine favor* spell allows the cleric to ask a special boon of the cleric's upon a specific individual (which may be himself). The cleric must identify to his deity a specific task to be accomplished. As a deity's favor can be somewhat arbitrary, spell success is determined by rolling 1d10. For the duration of the spell, the target's saving throws

are modified by this result.

In addition, the target is blessed by a pledge of one godly intervention. This means that, while the spell is in effect, the PC may reroll any single die roll that affects himself personally. The PC may ask the god to honor his pledge of intervention only once, even if the second roll was unsuccessful.

Clerics must exercise caution with the casting of this spell. Subsequent attempts of casting this spell on an individual upon whom any cleric has already cast *divine favor* will be met with failure. Clerics may only cast the spell once per lunar cycle. And, each time a cleric casts *divine favor* after his first casting, there is a 10% cumulative chance that his deity will exact retribution against the cleric by casting a *quest* spell upon him.

ENHANCE ATTRIBUTE

CLERICAL DIVINATION

Level: Cleric 8

Range: Touch

Duration: Permanent

Area of Effect: One person

Components: V,S,M

Casting Time: 6 turns

Saving Throw: None

This powerful spell is dangerous and exhausting to the cleric, so it is usually only in the most dire of circumstances, or as a reward for deeds truly worthy of heroic status.

By means of the *enhance attribute* spell, the cleric can permanently increase one attribute score of his choice upon the target. The caster can never cast this spell upon himself, and casting it upon another character is so fatiguing that he must rest in bed for a full week (or lose one point of constitution permanently).

When casting the spell, the cleric names the attribute score he is modifying (strength, dexterity, constitution, intelligence, wisdom or charisma). He then rolls 1d4 and adds the indicated number of points to the desired attribute. The target of the spell then gains all of the appropriate bonuses and special abilities associated with his new

attribute score.

The target of the spell may only ever benefit once from *enhance attribute*, no matter who the spell caster is.

Following the casting of this spell, however, the cleric loses a number of constitution points equal to one less than the number of points he bestowed upon his subject. Thus, if a wizard uses this spell to increase a hero's strength by 3 points, the wizard himself loses 2 constitution points. This loss is permanent just as the target's gain is permanent. The spell caster's constitution will never drop below 6. A *remove curse* spell will restore the cleric to his original constitution score, however, in doing so all creatures who ever benefited from his casting of the *enhance attribute* spell will immediately lose all attribute increases.

No attribute may ever be increased above 20 by this spell. If the target's strength attribute is modified to 18 and he happens to be a warrior, the target rolls percentile dice normally to determine exceptional strength.

Any time this spell is cast, there is a base 20% chance that it will backfire. This chance is modified by -1% for each level of the caster. A 10th level cleric, for example, would stand only a 10% chance of backfire (20-10 = 10). When the spell backfires, the cleric loses 1-3 points in the attribute score he named in the casting of the spell.

Components: The material component of the *enhance attribute* spell depends upon the attribute score that is being modified:

Strength: The horn of a black bull

Dexterity: The whiskers of a cat

Constitution: The claws of a bear

Wisdom: Two wing feathers from an owl

Intelligence: The tusks of a boar

Charisma: A lock of hair from a woman with a charisma of 16 or more

PROTECTION FROM DEATH (REVERSIBLE)

CLERICAL ABJURATION

Level: Cleric 7

Range: Touch

Duration: 1 turn

Area of Effect: Individual

Components: V,S,M

Casting Time: 2 rounds

Saving Throw: Negates

Protection from death is a powerful cleric spell which temporarily prevents an individual from dying. When cast upon a willing recipient, no saving throw is required. While under the influence of a *protection from death* spell, an individual is immune to the effects of poison, disease and death magic as well as all physical damage inflicted through combat. All other forms of attack or damage inflict only 50% damage. The *protection from death* spell can be canceled by a *dispel magic* spell.

The reverse of the spell, *susceptibility to death*, causes the target to suffer all physical damage at twice that rolled, and all saving throws versus poison, disease and death are made at –2 for the entire duration of the spell.

Components: The material component of this spell is a combustible item worth at least 50 gp stolen by the light of a full moon from a crypt, tomb, mausoleum or grave.

Druid

BATTLE FRENZY

DRUIDIC CONJURATION / SUMMONING

Level: Druid 3

Range: 90 ft

Duration: 1 turn/caster level

Area of Effect: See below

Components: V,S,M

Casting Time: 6 rounds

Saving Throw: None

By casting this spell a druid can drive armies into a blood lust before combat. The spell can affect 5 hit die worth of creatures plus 1 hit die per caster level. For the duration of the *battle frenzy* spell those

affected are not required to check morale. Targets also receive a +1 to all saving throws and attack rolls, and add 50% to their normal movement rate. The spell also forces those affected to immediately charge the closest enemy and engage them in combat. At the spell's conclusion, those creatures affected by a *battle frenzy* spell will be disoriented and confused, unable to take any action save to wander aimlessly, for 2d4 rounds.

Components: The material component for this spell is a tiny chariot wheel and a spark created with flint and steel.

CALL SPIRIT ANIMAL

DRUIDIC CONJURATION / SUMMONING

Level: Druid 1

Range: 0

Duration: See below

Area of Effect: 1 mile radius/caster level

Components: V,S,M

Casting Time: 4d6 hours

Saving Throw: See below

Except as noted below, this spell is identical to the cleric spell of the same name.

The type of druid's special spirit animal differ from that of clerics as indicated hereafter;

Lawful good or Lawful neutral: Blink Dog

Chaotic good, Neutral good: Tiger, Normal

Neutral: Lion, Prehistoric

Lawful evil or Neutral evil: Hyena, Giant

Chaotic evil or Chaotic Neutral: Cockatrice

LIVING STONE

DRUIDIC CONJURATION / SUMMONING

Level: Druid 5

Range: Touch

Duration: See below

Area of Effect: 1 pound of stone/caster level

Components: V,S,M

Casting Time: 2 rounds

Saving Throw: None

Through the use of this spell, the druid embodies ordinary rocks with the life essence of her deity. The amount of rock that can be so affected is one pound per caster level (i.e., a much greater volume of pumice would be able to be affected than would granite, for example).

By using the *living stone* spell, the druid can create a small pile of enchanted stones that could be used as thrown weapons or even as sling shot ammunition. Such stones inflict 1 hit point of damage + 1 hit point for every two caster levels, and the stones automatically hit the intended target up to 120 ft distant who fails a saving throw versus petrification. These stones remain enchanted 1 day per caster level.

Another use of this spell is the fabrication of a small animated stone statue. The stone need not be carved, and may take the form of a simple stack of small rocks that are vaguely man-shaped. Such a creation can be used by the druid to be sent ahead into areas of danger at a distance of up to 120 ft. The druid would see the new surroundings from the stone's perspective. The stone creation's movement rate is 30 ft until dispelled, or until destroyed (shattering the statue or scattering the stones would, for instance, break the magics giving it life).

PROTECTION FROM DEATH

DRUIDIC ABJURATION

Level: Druid 7

Range: Touch

Duration: 1 turn

Area of Effect: Individual

Components: V,S,M

Casting Time: 2 rounds

Saving Throw: Negates

Except as noted below, this spell is identical to the cleric spell of the same name.

Components: The material component of this spell is a wolf's femur which is burned with incense (costing at least 50 gp) and sprinkled

over the intended recipient.

SPIRIT ANIMAL

DRUIDIC TRANSMUTATION / ALTERATION

Level: Druid 4
Range: Touch
Duration: 1 day + 1 day/caster level
Area of Effect: Individual
Components: V,S
Casting Time: 6 turns
Saving Throw: None

The druid may cast *spirit animal* upon himself or another willing target. After entering a trance which lasts at least one hour, the spell's target transforms into a typical member of the spell caster's spirit animal species. For all intents and purposes, the target becomes that animal, receiving all of its normal attributes and abilities, save that he retains his own intellect. He uses the spirit animal's combat tables, however, he will use the saving throw tables appropriate to his human form and character class. Everything he was wearing or carrying becomes part of the animal form, and will remain with him when he reverts to human form. The spell lasts 1 day + 1 day for each level of the caster, until dispelled.

Spirit animal may only be used to assume the form of non-fantastical animals to be determined by the caster, and may not be used to assume the form of fantastical or supernaturally large animals, such as thunderbirds. If such an attempt is made, the spell will fail and the intended target will receive 1d4 hit points of electrical damage.

Components: The material component is any part (fur, for example) of the type of animal whose form the target is to take.

Magic User

RENDER INERT

ARCANE TRANSMUTATION / ALTERATION

Level: Magic User 1
Range: Touch

Duration: Instantaneous

Area of Effect: See below

Components: V,S

Casting Time: 1 segment

Saving Throw: None

By using the *render inert* spell, the magic user can cause a quantity of gunpowder (or any similar flammable, non-fantastical substance) to become utterly non-combustible. The amount of substance that can be so affected is 1 lbs + 1/2 lbs per caster level. The caster must touch the substance itself, or the container holding the substance directly. For instance, the magic user could touch a hand gun or rifle rendering all the ammunition within useless. Similarly, a 6th level magic user could touch an 8 lbs container of black powder, rendering the contents 50% less effective (as she would only be able to affect 4 lbs worth of material at her current level).

The spell can also be used to affect similar quantities of dynamite and other explosives, as well as to negate a *power technology* spell if the latter was cast by a magic user of a lower level.

Components: The material component is a pinch of sulphur and a newt's eye.

POWER TECHNOLOGY

ARCANE TRANSMUTATION / ALTERATION

Level: Magic User 3

Range: Touch

Duration: Special

Area of Effect: One object

Components: V,S

Casting Time: 1 round

Saving Throw: None

The *power technology* spell provides a source of fuel and/or electricity to functional technology. Upon casting the spell, the magic user provides the appropriate source of consumable energy required for the device in question. The amount of energy produced is dependent on the level of the spell caster and the type of energy to be provided. Refer to the following table;

UNIT OF ENERGY PRODUCED			
LEVEL	ELECTRICAL	LIQUID/SOLID	NUCLEAR
1-4	—	—	—
5-7	1	—	—
8-10	3	1	—
11-13	5	3	—
14-16	10	5	—
17-19	15	10	1
20+	20	15	3

Note that the spell can only replicate the energy source within the technology to be powered. Attempts to create the energy for any other purpose, no matter the precautions taken, will have the result of rendering the energy utterly inert.

REPAIR TECHNOLOGY

ARCANE TRANSMUTATION / ALTERATION

Level: Magic User 3

Range: Touch

Duration: Special

Area of Effect: See below

Components: V,S

Casting Time: 1 round/cubic foot

Saving Throw: None

By casting the *repair technology* spell, the magic user can cause machinery or electronics to temporarily repair itself. The amount of repairs made upon a single mechanism is 1 cubic foot + 1/2 cubic foot per level of the spell caster.

The repairs made to any given technology are not permanent. Repairs made to machinery will last for 1 week + 1 day per level of the spell caster. Repairs made to electronic devices will last for 1 day + 12 hours per level of the spell caster.

Casting *repair technology* is physically demanding to the magic user, as he must remain awake and concentrating on the item to be repaired during the entire casting process, which varies according to

the technology's size and whether it is mechanical or electronic in nature. Mechanical repairs require 1 hour per cubic inch. Electronic repairs require 90 minutes per cubic inch. During this time, the magic user must be completely focused upon completing the repairs, although he may take brief rests for food, sleep and to relieve himself.

Objects larger than the limitations that the spell imposes can be repaired with consecutive castings of the spell. However, magic users must be aware of the expiration of the first repairs made, and whether they will still be in effect by the time the final repairs are rendered.

Success of the spell depends largely on how much of the item to be repaired is at the magic user's disposal. If the magic user has 100% of the object to be repaired, the base chance of a successful repair of the technology is 18 on 1d20. This is adjusted by -1 for every 5% decrease of the mechanism in the spell caster's possession, and +1 for each level of the spell caster, to a minimum chance of successful repairs at 2 on 1d20, and a maximum chance of successful repairs of 19 on 1d20 (a result of 1 always indicates failure, a result of 20 always indicates success).

WELD METAL

ARCANE TRANSMUTATION / ALTERATION

Level: Magic User 3

Range: Touch

Duration: Instantaneous

Area of Effect: See below

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Weld metal is a more powerful form of the first level magic user spell *mending*. By casting *weld metal*, the magic user is able to join together larger pieces of metal by creating a weld bead that is 1-ft long + 6-in per level of the spell caster.

The spell can also be used to fuse the internal machinations of technology, rendering it non-functional. This use can affect 1/2 cubic foot + 1/2 cubic foot per level of the spell caster.

A third use for this spell will inflict 3d4 hit points of damage on a

targeted victim the spell caster can physically touch.

Components: The material components are aluminum and metal oxide crushed to a powder.

Illusionist

ANIMATE TECHNOLOGY PHANTASMAL TRANSMUTATION / ALTERATION

Level: Illusionist 1
Range: 10 ft + 5 ft/caster level
Duration: 6 rounds/caster level
Area of Effect: 1 cubic inch/caster level
Components: V,S
Casting Time: 1 segment
Saving Throw: None

Through use of the *animate technology* spell, the illusionist can cause stationary Small and Simple machinery to temporarily actuate into short-term life.

IMPROVED ANIMATE TECHNOLOGY PHANTASMAL TRANSMUTATION / ALTERATION

Level: Illusionist 5
Range: 10 ft + 5 ft/caster level
Duration: 6 rounds/caster level
Area of Effect: 1 cubic foot/caster level
Components: V,S
Casting Time: 2 segments
Saving Throw: None

This spell functions similarly as the *animate technology* spell, except that the illusionist can affect Medium and Moderate machinery.

IMPROVED NIGHTMARE PHANTASMAL ILLUSION

Level: Illusionist 7
Range: Touch

Duration: See below

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 2 segments

Saving Throw: See below

This spell functions similarly as the *nightmare* spell (qv), except in that the illusionist plants a dream into the victim's subconscious mind for a consecutive series of sleep periods. The phantasm will appear in the victim's dreams 1 sleep period per caster level.

Components: The material component is a pinch of dust laced with a mild poison.

NIGHTMARE PHANTASMAL ILLUSION

Level: Illusionist 5

Range: Touch

Duration: 6 rounds/caster level

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 2 segments

Saving Throw: See below

This spell functions similarly as the *phantasmal killer* spell (qv), except in that the illusionist plants a dream into the victim's subconscious mind. This dream will only make itself known when the victim is sleeping.

Once touched, the victim will become drowsy and will be compelled to lay down and fall to sleep within 3 rounds. At this time, the implanted phantasm, which is a creation of the victim's own fears, will attack the victim within his dream. The phantasm will attack the victim as a 5 HD monster, having an armor class of 2 and inflicting 2d6 hit points of damage with each successful hit.

Victims may attack the phantasm with a randomly determined weapon (01–80) or will have no weapon (81–00), and he will be armored in randomly determined armor (01–33), plain clothing (34–66), or will be nude (67–00). Victims will still benefit from any dexterity

adjustment they have in ordinary circumstances. Any single hit upon the phantasm which causes more than 4 hit points of damage will cause the phantasm to vanish, allowing the victim to awaken.

Victims who die during the dream, are allowed a saving throw versus death. A successful save allows the victim to awaken, while an unsuccessful save causes the victim to die within the dream and in reality.

Victims will remain asleep, unable to be awoken, for the duration of the spell. At the spell's conclusion, the victim will awaken with the memory of a horrible nightmare, but suffering no damage.

The spell can be removed by a *remove curse* spell.

Components: During the casting of the spell, the illusionist requires a pinch of dust laced with poison.

WALL OF DUST

PHANTASMAL TRANSMUTATION / ALTERATION

Level: Illusionist 3

Range: 30 ft

Duration: 2d4 rounds + 1 round/caster level

Area of Effect: 20 ft cube/caster level

Components: V,S,M

Casting Time: 1 segment

Saving Throw: See below

This spell functions similarly to the illusionist spell *wall of fog* (qv). Vision of all kinds is reduced to 2 ft through the swirling cloud of dry dust. The dust can be affected by normal or magical wind and breezes.

Due to the particulate dust flying in the face of those caught within, creatures must make a saving throw versus spell, or become blinded for the duration of the spell, plus 3d4 rounds. Those who suffer blindness, will also suffer 1 hit point of damage and a 50% reduction in eye sight due to scratches inflicted upon their eyes. Vision can be restored through any magical healing spell or potion.

Components: During the casting of the spell, the illusionist requires a pinch of dust.

MAGIC ITEMS

Note: as with other OSRIC magic items, many can only be used by certain character classes. Where this applies, the character classes are listed in abbreviated form within the item description. The following notation is used; Item (Classes), where “**A**”=assassin, “**C**”=cleric, “**D**”=druid, “**F**”=fighter, “**I**”=illusionist, “**M**”=magic-user, “**P**”=paladin, “**R**”=ranger, “**T**”=thief, “**J**”=jack-of-all-trades, “**Jm**”=jongleur magsman, “**Lp**”=lorist priest, “**Lo**”=lorist ovate, “**Lv**”=lyrist veteran, “**Rb**”=racaraid bard, “**Sm**”=sonneteer magician, “**St**”=sonneteer trickster, “**Vm**”=verméan monk, “**Ds**”=desperado, “**Do**”=doctor and “**Gs**”=gunslinger.

Ammunition of Slaying (A,F,P,R,T,J,Jm,Lv,Ds,Do)

This small wooden box contains 1d10+10 rounds of enchanted ammunition. If an attacker’s “to hit” roll is 2 more than is required, or anytime an unadjusted “to hit” result is 20, the victim dies instantly. Creatures from the Outer Planes of Existence, those having more than 12 hit die and those requiring silver weapons to be damaged will not be slain, but will suffer normal damage, doubled.

The specific type of ammunition is determined as follows; percussion cap (01–25), cartridge (26–75), scattershot (76–00).

Experience / gp value: 250 / 2,500

Analects of Magic (M,I,Sm,St)

This tome permits a magic user or illusionist to memorize any spell, no matter what his level. Reading the *analects of magic* requires 72 hours of uninterrupted study, and after using the ability gained from it, the reader forgets everything he read. The reader must have an intelligence of 18 and a constitution of 18 in order to read the book.

Any creature attempting to read the book without the required constitution and/or intelligence attributes loses 1 point of constitution permanently.

Experience / gp value: 3,500 / 10,000

Bullwhip of Grasping and Swinging (any)

This whip is made of supple, high-grade leather; appearing newly made, although the leather is soft and pliable. The whip can be used to grasp small objects (up to 36 inches in diameter, and weighing less

than 100 pounds) without error up to 30 ft distant, and return them to the user.

The whip can also be used to entangle the legs of a victim, tripping them on a successful attack at +2 “to hit” versus an unarmored foe.

Finally, the whip can be used to unerringly swing across spans of up to 50 ft width, as long as there exists a protuberance for the whip to be secured to.

When used as a weapon, the whip is +1 “to hit” and damage.

Experience / gp value: 3,500 / 10,000

+2 Cursed Backbiting Boomerang (any)

If the user rolls a natural 1 “to hit” when attacking, the cursed nature of the backbiter causes the boomerang to alter its course and unerringly strike the user instead for double the result shown on the damage roll.

The thrower can attempt to catch the boomerang with a successful save vs. dexterity at -2. It is not possible to dodge the boomerang.

Experience / gp value: 0 / 750

“Dancing” Firearm (A,F,P,R,T,J,Jm,Lv,Ds,Do,Gs)

The **dancing firearm** performs similarly to a **dancing sword** (qv). During the first round a **dancing firearm** is used in combat it performs as a +1 weapon. Each subsequent round the firearm adds an additional +1 bonus up to a maximum of +4 in the fourth round (bonus applies to “to hit” rolls only). In round 5 the process begins again, and at this point the gun can “dance.”

A **dancing firearm** can then be loosed from the wielder’s hand to fight on its own for 4 rounds, up to 30 ft away from the wielder. The **dancing firearm** will fight as if still being held by the owner and gains the successive bonuses to its attack. When the **dancing firearm** cycles from +4 back to +1 it will return to its owner’s hand, where it must be wielded for 4 rounds before being released to dance again.

If the owner declines to grasp the gun when it returns to him, or if he moves more than 30 ft away from the **dancing firearm**, the weapon will fall to the ground. The gun cannot be physically attacked by its opponent while dancing, though it is subject to magical attacks and effects (examples: *fireball*, *transmute metal to wood*). While the gun is dancing, the wielder can perform any other action he or she wishes,

including fighting with another weapon.

Dancing firearms cannot take advantage of a kill shot, nor can it be used in a showdown. They are however susceptible to misfires and hang fires as normal.

Experience / gp value: 4,500 / 20,000

Duster of Defence (any)

When worn, this long coat grants from +1 to +8 magical enhancement to the wearer's AC—but only when the wearer wears no other armor, nor any type of shield. Determine gp value by squaring the AC bonus (i.e., +1 = 1,000, +2 = 4,000, +3 = 9,000, and so on).

Experience / gp value: 1,000 / 10,000[10]

Eagle Bone Whistle (any)

This delicate bone whistle is carved from the wing of any large species of eagle, although golden eagles are preferred for this use. The whistle is approximately 6 inches in length and having three tuning holes.

When played properly, the whistle summons an eagle (see Bird, Normal (qv)) which will arrive within 3d6 turns. The eagle will serve the summoner for a period of 1d4 days, at which time it will depart. The summoner may not call for more than a single eagle at a time, nor will the same bird ever respond to the summons of the *whistle*.

The bird will fight on behalf of the summoner, and the summoner can see through the eyes of the eagle. However, the eagle will not enter into any enclosed area on behalf of the summoner, neither will the eagle submit itself to a task clearly beyond its ability, or that which will clearly result in its demise.

Experience / gp value: 1,500 / 5,000

Fire Water (any)

This magic potion is a curative drink, which possesses a high alcohol content; the stronger the healing power the higher the alcohol proof. Generally, the potion will come in three strengths.

The first provides healing of 1d4 hit points from all injuries save those inflicted by normal or magical fire or electrical damage. It also causes a mild state of intoxication, reducing the imbiber's dexterity by -1, and their movement rate by -10 ft, for a period of 3 turns.

The second form of **fire water** heals 2d4 hit points of damage,

including that which is caused by normal fire and electrical damage. This variety also causes drunkenness, reducing the drinker's dexterity by -2 and reducing the movement rate by -20 ft, for a period of 6 turns.

The third and most potent form of **fire water** heals all damage by 3d6 hit points and cures all disease. The drink also places the imbiber in a near unconscious level of drunkenness, lowering the dexterity by -4, and reducing movement rate by 1/2, for a period of 12 turns.

Experience / gp value: 200 / 400

300 / 800

400 / 1,200

Gimcrack Gun (A,F,P,R,T,J,Jm,Lv,Ds,Do,Gs)

This highly ornate pistol appears overly engineered with a myriad of small buttons, levers, scopes, and decorative flourishes. The gun functions as a scattershot revolver (having barrels for both percussion cap and scattershot). The percussion cap barrel functions as a +1 "to hit" weapon, and inflicts 1d6 hit points of damage twice per round.

The scattershot barrel fires a ball of super-heated gas which explodes upon contact with any solid surface. The resulting blast inflicts 2d8 hit points of damage upon any creature within a 10 ft radius of the explosion. Victims are allowed a saving throw versus breath weapon to reduce damage by 50%. This attack can be used twice in a 24-hour period and does not require ammunition.

Each barrel may contain up to 25 charges. The barrels may be recharged at a cost of 25 gp per charge on the percussion cap barrel, and 75 gp per charge on the scattershot barrel.

Experience / gp value: 1,250 / 7,000

Hat of the Gunslinger (F,P,R,Lv,Ds,Do,Gs)

This weather-beaten cowboy hat provides the wearer with the ability to perform in a showdown as would a 6th level gunslinger, and provides the wearer with a +3 to reputation any time the hat is worn.

The wearer is also capable of speaking the secret language of the gunslinger.

Experience / gp value: 2,000 / 6,000

Sacred Bundle (any)

A **sacred bundle** is a collection of 1d6+4 small totems placed together

in a pouch for the purpose of imbuing magical protection on the wearer. These totems may take the form of a bear's claw, a giant snake's rattle, or a feather from the nest of an eagle, for example. The bundle itself is a small leather pouch with a long drawstring and is worn around the neck of the creature to benefit from the magic's protections.

The **sacred bundle** bestows the following benefits upon the owner: + 2 on all saving throws, surprised only on 1 on d6, unarmored AC becomes 2, and subtraction of 1 point from each die of damage when he is hit by any non-magical weapon.

Once donned about the neck, if the **sacred bundle** is ever removed, the owner will lose all benefits, and he can never benefit by wearing another.

If any of the totems are removed from the pouch, the magical protections will be permanently dispelled.

Experience / gp value: 2,500 / 5,000

Tin Star (any Lawful)

This simple tin and brass sheriff's badge appears old and well-used. When displayed publicly on the wearer's clothing or hat, the star confers bonuses to the wearer's ability with firearms.

The wearer receives +2 "to hit" whenever a firearm is used in a combat situation.

When engaged in a showdown, the wearer may choose between a +1 to his "first draw" roll and a +1 "to hit," or, the wearer may choose to combine both bonuses to have a +2 "first draw," or a +2 "to hit."

When wearing the **tin star** however, the wearer will be compelled to confront, and give chase if necessary, to any creature of chaotic or evil alignment. Once contact is made, the wearer cannot remove the **tin star** until the law-breaker has been confronted, and either captured or killed, and will forsake all other pursuits until his confrontation with the law breaker is satisfied.

"Contact" includes any physical contact or eye contact (up to 50 ft).

Non-lawful creatures receive no benefit from the **tin star**.

Experience / gp value: 750 / 2,500

MACHINERY

The unique nature of the *Discordant West*, allows for the existence of technology along side high-fantasy magic and old west themes. This section serves to simplify technology so that it can be easily manipulated into existing game mechanics.

While GM's may have the knowledge to recreate technology in a realistic sense, it is recommended to avoid this risk of complexity in favor of a simplified system. The mechanics presented in this section serve only to provide guidance regarding a few select pieces of technology in terms of their size, type of energy consumed, chance of suffering a technological failure and the machine's general complexity. All these factors have an impact as to repairing the technology and the chances that a character may suffer damage in the event of technology failure. GM's should be prepared to provide other pieces of information, such as movement rate (where applicable) as these factors are somewhat dependant upon the conditions in which the technology is encountered.

For these reasons, this section will only explore a few rudimentary examples of technology. GM's should feel empowered to develop their own technologies to expand their players' adventuring experiences.

ENERGY CONSUMPTION, SIZE AND COMPLEXITY

Three categories are used to determine how technology functions in the *Discordant West*; Energy Consumption, Size and Complexity. These attributes will be determined by the GM for most technology that players will encounter. Following are a few examples of technology which may be encountered;

TECHNOLOGY	ENERGY UNITS/TURN	SIZE	TECHNOLOGY FAILURE (D% / T C TC / #DAMAGE DIE)	COMPLEXITY
Pocket Watch	Kinetic 0	S	10% / 01-00 — —% / 1/4	Moderate
Bicycle	Kinetic 0	S	10% / [01-15 16-55 56-00%] / 1/2	Simple
Steam Donkey	Steam 2	M	60% / [01-40 41-65 66-00%] / 1	Simple
Motorcycle	Liquid 1	M	30% / [01-25 26-75 76-00%] / 1	Moderate
Car	Liquid 2	M	40% / [01-25 26-50 51-00%] / 2	Moderate
Plane, Single Prop	Liquid 5	L	40% / [01-05 06-10 11-00%] / 4	Complex
Locomotive	Steam 10	H	60% / [01-05 06-10 11-00%] / 6	Complex

ENERGY

- **Electrical Energy:** Electrical energy is delivered by chemical batteries, hydroelectricity or solar panels. Devices dependant on hydroelectricity require a large dam or stream to be located within a relatively short distance.
- **Kinetic Energy:** Machines of this type do not require a source of fuel to be powered. However, they do generally require some sort of spring mechanism or system of gears and pulleys to provide movement.
- **Liquid Energy:** Machinery using this type of energy requires some sort of combustible fuel in the form of a liquid, such as gasoline, oil, etc.
- **Steam:** Steam powered machines are not limited to typical mechanisms known throughout the industrial revolution. However, steam-driven technology, while applicable to a great many purposes, generally takes on an almost comical, overly complex system, similar to that seen in Rube Goldberg comics of the early 19th century.

UNITS/TURN

Represents the amount of required energy the technology consumes every turn. By its nature, kinetic energy does not consume any actual fuel, but is reliant upon some outside force to drive it.

SIZE

A technological device is sized as; Small (S), Medium (M), Large (L), Huge (H), Titanic (T).

The size of the technology also indicates its relative structural hit point value for the purpose of determining damage in the event of a *technology failure*. Small = 1d4, Medium = 2d4, Large = 3d6, Huge = 4d8, Titanic = 10d10.

TECHNOLOGY FAILURE

Technology failure is checked every 3 turns, and may be applied to the technology itself (first result in brackets), the operator (second result in brackets), or both (third result in brackets). A device that suffers 25%

damage operates at 50% efficiency and consumes 2× the required energy during normal operation. A device which suffers more than 50% damage as a result of a technology failure is to be inoperable and no longer functioning, requiring repairs before it can be operable again.

To determine the amount of damage suffered by the technology, roll; S 1d4, M 1d8, L 1d20, H 2d20, T 4d20.

Ambient conditions may also contribute to the chance of a technology failure occurring. Although GM's will need to apply these adjustments on a case-by-case basis (for instance, excessive heat will not affect a locomotive as it would a computer), these adjustments are generally applied as follows;

Excessive Heat +5% for every 10 degrees above 100

Excessive Cold +5% for every 10 degrees below 50

Magical Heat/Cold +30%

Humidity/Damp +10% (electrical components only)

Wet Conditions +25% (electrical components only)

GM's may also need to apply their adjustments based on the special circumstances in their unique gaming situation (for instance; exposure to acid, etc.).

COMPLEXITY

The complexity of the device renders it either more susceptible to damage or less so. This is represented as an adjustment to the damage die roll when technology failure occurs. These adjustments to damage are; Simple -2, Moderate 0, Complex +2.

Complexity also determines the durable life of the item in question. Simple technology can expect to have a usable life of 6d20 cumulative turns, while Moderate technology has a usable life of 5d10 cumulative turns, and Complex technology has a usable life of just 4d6 cumulative turns.

Following this period of usable life, the technology will suffer a normal technological failure.

Example of technology use and failure: A character somehow manages to obtain and repair a World War I era Harley Davidson MT-

500 motorcycle. As the motorcycle is medium (M) sized, it has 6 technology hit points (THP) as a result of rolling 2d4 as indicated under **SIZE**.

Using the **ENERGY, SIZE, AND COMPLEXITY** table (see previous), the motorcycle's technology failure formula is;

$$30\% / [01-25|26-75|76-00\%] / 1$$

Meaning, once every three turns the motorcycle is powered, percentile dice are rolled. A result of 01–30 indicates that the motorcycle has in some way suffered a break-down, or technology failure. However, a result of 31–00 would indicate that for the next 3 turns the motorcycle will function normally so long as the user can supply the correct type of consumable energy to it.

In this example on the first turn, the player rolls d00 with a result of 25, indicating a technology failure of the motorcycle. The player now rolls d00 again with the result being 53, indicating both the motorcycle and the operator suffers damage (the result being between 26–75 of the bracketed portion of the formula).

The GM now rolls 1d8 to determine the amount of damage suffered by the device (the final number in the formula above). The result of the roll is 3, leaving the motorcycle with 3 hit points. As the bike still has at least 50% of its hit points, it is still functional, however, because it has lost more than 25% of its structural HP, it operates now at 1/2 movement and consumes 2× the required energy.

As indicated in the scenario above, the operator also has suffered some kind of bodily damage, for which 1d8 is rolled (again, referring to the final number of the original formula), the result indicating that the operator has suffered 2 hit points of damage.

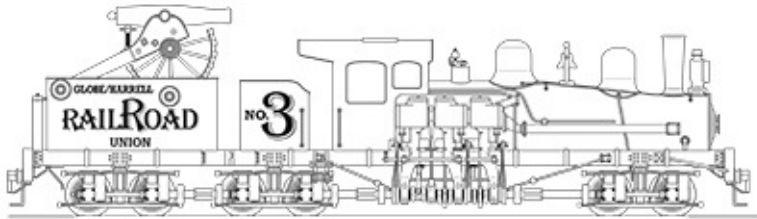
REPAIRING TECHNOLOGY

The most straightforward means of rendering repairs to technological devices, is to enlist the services of a sufficiently experienced magic user who can cast the spells *repair technology* and *fuel technology*. Short of this, characters must rely on their own intelligence, wisdom and experience to guide them.

- Characters have a base chance of 5% to repair any given piece of technology. This percentage is then adjusted as follows;

- Each point of intelligence over / under 9 +2% / -2%
- Each point of wisdom over 9 +1%
- Jack-of-All-Trades[11] character class +2%/level
- Doctor character class +1%/level
- Familiarity with the technology +5%/repair[12]
- Having an applicable secondary profession +10%[13]

The highest possibility a character will ever attain is 80%.



[9] Wolves will be highly intelligent individuals, able to learn complex tasks from their masters. Such tasks may not be beyond their physical ability, and may not include more than three separate tasks. For example, the wolf can be trained to enter a room, attack a foe, return to its master. Each part of the training will require one month for the wolf to master.

[10] Per plus of protection.

[11] Refer to the UÆO for more information on Jack-of-All-Trades character class.

[12] This bonus is cumulative based on the character having successfully completed repairs to similar devices previously. Therefore, it is possible to become an “expert” repairing a specific type of technology.

[13] For instance, a blacksmith may receive this bonus when repairing a locomotive engine. All such bonuses in this category are subject to interpretation and approval by the GM.

Globe & Vicinity



This pair of maps is purposefully left vague and open to interpretation. GM's are encouraged to use those particulars that are provided and draw their own gaming situations around them.

For instance, is the Globe/Harrell Railroad Union an empathetic organization providing a much needed service to the movement of people, livestock, and goods, or does it leverage its standing as the only major source of north/south transportation to employ aggressive pricing tactics against the people of the region? The determination is yours to make.

The town of Globe, Arizona was established circa 1880. It was founded on a thriving mining community in the hills northeast of the current modern day city. Some liberties were taken with this interpretation of the region in the interest of its conversion to a game setting, although it largely adheres to the Gila County region as it exists today.

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- Cowboy
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- Hombrecitô
- Desert Raider
- Peludo
- Lizard, Giant Poisonous
- Bird, Assassin
- Cattle, Carnivorous
- Chupacabra
- Gummersaurus
- Hag, Frontier

- Hyenawere
- Rattlesnake, Titanic
- Scorpion, Monstrous
- Tarantula, Titanic
- Tarantula Hawk, Gargantuan
- Thunderbird

Magic, Spells

- Berserk
- Divine Favor
- Enhance Attribute
- Protection from Death (Clerical and Druidic)
- Battle Frenzy
- Living Stone
- Improved Nightmare
- Nightmare

Magic, Items

- Analects of Magic
- Eagle Bone Whistle
- Fire Water
- Sacred Bundle

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