



THE LAST STOP



A DEMO ADVENTURE FOR
DEADLANDS: THE WEIRD WEST

BY JOHN HOPLER

THE LAST STOP

Hola, amigos! Welcome to the Weird West. *The Last Stop* is a short, introductory adventure suitable for greenhorns and veterans alike. It includes nearly everything a new Marshal needs to get his posse up and exploring the shadows of the Weird West in short order. The only thing you need besides this adventure is a copy of the *Deadlands: The Weird West Player's Guide*, the *Marshal's Handbook*, some dice, playing cards, and some poker chips.

The Last Stop is also a story full of murder, intrigue, and horror. You player types should stop reading here, so as not to spoil any of the surprises we've got in store for you. Marshals should read over the scenario ahead of time so you know what your players are in for and how their actions impact the flow of the story.

The scenario is divided up into a few sections: **The Story So Far**, **The Setup**, and individual chapters. **The Story So Far** describes the events that occurred prior to the posse's arrival; it sets the scene for what's about to happen. **The Setup** gives you some ideas for how to get your heroes involved in the story. The individual chapters contain all of the information you need to actually run the adventure for your group.

THE STORY SO FAR

Although this story takes place in New Mexico, its roots stretch back to the Great Maze and the mesa-top laboratory of Professor Vinton Radcliffe. Like most scientists in the Maze, Radcliffe was of the mad variety. His particular field of interest was the revivification of dead tissue through the application of electricity and ghost rock suspensions. In other words, he sewed a bunch of dead flesh together and brought the resulting monstrosity to life.

Radcliffe had some success creating small creatures, but his ultimate goal, creating a living human being, eluded him. His remote laboratory in the Maze made it difficult to get fresh specimens, so when a group of shipwreck survivors showed up on his mesa, he "volunteered" them to participate in his morbid experiments.

These new subjects proved more suitable and Radcliffe quickly created a number of new creatures including a patchwork man. The doctor's happiness over his success was short-lived, however, because his new chess opponent had anger management issues. Radcliffe had to put his creation down before it destroyed him.



ON THE RUN

There was another complication that Radcliffe had not counted on. One of the survivors of the shipwreck, John Masters, was an operative for the Agency (an organization in the US government charged with keeping reports of the supernatural hushed up.) When the agent didn't report in, his superiors sent a team to look for him.

The investigators were able to trace Master's movements and eventually found the wreckage of the ship near Radcliffe's mesa. They began to poke around the professor's laboratory and eventually uncovered his secret (the large number of human-sized earth mounds in the doctor's backyard was a bit of a tipoff).

Radcliffe fled the Maze just before the Agency raided his lab. His rapid departure forced him to leave most of his creatures and research notes behind. Hoping to stay out of the Agency's grasp, the professor paid a smuggler to transport himself and his menagerie of monstrosities into the Confederacy. After traveling the South for a while, Radcliffe eventually settled in Las Cruces, New Mexico.

A FRESH START

Radcliffe is living in Las Cruces under the name of Frank Hodges. He put out a shingle and is serving as the town's only doctor and undertaker.

Of course, his brush with the authorities hasn't caused him to end his work—it just made him more cautious. Radcliffe has worked hard over the past few years to recreate the research he lost when he fled California. His position as the town doctor allows him to know when townspeople are sick or dying and he schedules his experiments around their deaths (he also occasionally gives those on death's door a nudge in the right direction). As undertaker, he ensures that the majority of the coffins buried in the cemetery behind the church are filled with sand. Their intended occupants end up in a laboratory that the professor has cobbled together in an abandoned mine in the hills outside of town.

PEN PALS

Before Radcliffe was chased out of the Maze, he met Edwin Wilder, another scientist interested in the reanimation of dead tissue. The two sometimes compared notes and even collaborated on a few experiments. Wilder left the Great Maze a few years before Radcliffe to take a job with Hellstromme Industries—working in the company's automaton division.

Radcliffe corresponded with Wilder after his move to Salt Lake City. The two continued to share research information. Wilder occasionally sent Radcliffe secret Hellstromme Industries formulas and techniques—secrets that could cost him his job if it was discovered that he had divulged them.

LAB ACCIDENT

Unfortunately for Wilder, a freak lab fire exposed his unwitting espionage. Investigators looking through the ruins of the lab discovered some of his letters from Radcliffe and called him in to answer some questions. Rather than show up for the interview, Wilder grabbed some lab samples and notes and headed out of town.

Once he got inside the Confederacy, he sent Radcliffe a telegram informing him that he was on his way and boarded a Black River train to Little Rock. In Arkansas, he caught a boat down the Mississippi to New Orleans where he transferred to a Bayou Vermillion train to Las Cruces. Unknown to Wilder, Hellstromme agents were hot on his trail. Some followed his travels, while others were dispatched directly to New Mexico to check out the address on the discovered mail.

THE AMBUSH

These Wasatch agents traveled by steam wagon directly to New Mexico from Salt Lake City, so they arrived in Las Cruces days before Wilder did. Luckily for Radcliffe, they showed up while he was out at his laboratory in the hills. The Hellstromme goons trashed his house looking for the letters that Wilder sent him, but came up empty—except for the telegram telling Radcliffe the train he was arriving on.

The Hellstromme agents decided to lay an ambush for the train and recover their wayward scientist. Unfortunately for them, Radcliffe discovered that his house had been searched and immediately realized the danger Wilder was in. He dispatched his monstrous minions to stop the Hellstromme gunmen. That's where the heroes enter the picture.

THE SETUP

You don't need to do anything to directly involve your posse in this adventure. Just put them on a train heading for Las Cruces and the rest should take care of itself.

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CHAPTER ONE: AMBUSH GONE AWRY

The adventure begins with the heroes travelling west on a Bayou Vermillion train. They don't necessarily have to be going to Las Cruces—they could be heading for points west—but Las Cruces is going to be where they end up.

TRAVELING COMPANIONS

The train on which the posse is traveling is not particularly crowded. There are only two passenger cars on the train and only one is actually in use. In addition to the heroes, there are five other passengers on the train, as well as an engineer, fireman, brakeman, and conductor.

If any of the heroes own horses, they are loaded into a boxcar near the end of the train.

Give the heroes some time to talk to their fellow travelers and get to know them. The posse will be spending more time with them than it suspects.

EDWIN WILDER

Wilder's scientific career began in his early teens. His dog was killed defending his father's livestock from some hungry wolves. He told his parents that he buried the dog, but in reality he took the body to a small shack in the woods, where, inspired by Mary Shelley's 1817 novel, *Frankenstein*, he tried in vain to revive the poor animal. He failed, but his obsession with the subject never left him.

After college, Wilder moved to California to investigate all of the stories he had heard about ghost rock and the "new science" that was being practiced in the Maze. The stories lived

up to everything he had heard and more. It was here that he met up with Dr. Radcliffe. The two hit it off and were soon working together.

A few years before this story begins the two scientists had a falling out over their research. Wishing to work for someone who appreciated his views, Wilder left the Maze and went to work for Hellstromme Industries. His expertise with reanimated tissue, especially brains, allowed him to rise quickly through the ranks.

Radcliffe contacted Wilder after setting up shop in New Mexico. He had run into some problems with his work, and he hoped to pick his old friend's brain. Radcliffe wrote Wilder and reestablished their friendship. After a few letters, he started talking shop and eventually convinced Wilder to divulge some of Hellstromme's secrets.

Wilder has no idea that Radcliffe was using him. He is on his way to New Mexico hoping to begin working with his former friend again.

Wilder is not the bravest of men, and his flight from Hellstromme's goons has him jumping at shadows. He sits quietly on the train and talks to no one. Anyone showing an interest in him immediately arouses his suspicion.

PROFILE

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

Climbin' 1d8, fightin 1d6, horse ridin' 2d8

Mental: C:3d8, K:3d10, M:3d6, Sm:3d12, Sp:2d8

Academia: occult 5d10, area knowledge: City o' Gloom, area knowledge: Great Maze, guts 3d8, mad science 5d10, medicine: surgery 6d10, science: biology 5d10, tinkerin' 5d12

Edges: Arcane background: mad scientist

Hindrances: Cautious, curious, impulsive

Pace: 8

Size: 6

Wind: 14

Special Abilities:

Third Eye: Saying someone has a "third eye" is usually a metaphor to say that they have some sort of supernatural ability to see into the spiritual world. That's not the case in Wilder's case; he literally has a third eye in the middle of his forehead! He normally wears a hat and combs his hair to cover his third ocular orb. Wilder implanted this eye himself—it's part of a matched set. The other eye of the pair is implanted in a patchwork creature he calls Fingers." Whenever Wilder opens his odd eye, he can see through Fingers' eye and control the creature directly. He must concentrate to do this, so while directly controlling Fingers, Wilder can only take simple actions. See below for Finger's stats.

Gear: Traveling clothes, doctor's bag with scalpel, suture thread, letters, and "Fingers."

Description: Wilder is a man of average height in his late thirties. He has black, curly hair and brown eyes. He wears expensive-looking clothing that is travel-stained from his rapid flight from Hellstromme's enforcers.

FINGERS

Fingers is a patchwork creature made from a human hand. A single human eye is implanted on the back of the hand. Other alterations include replacing the hand's fingernails with the claws of a mountain lion and the implantation of gazelle muscles in the fingers.

Fingers has limited brain power and can follow simple orders from Wilder; the animated hand is about as bright as a slow dog. When Wilder is directly controlling the creature, it is as bright as the scientist.

PROFILE

Corporeal: D:3d10, N:2d10, Q:3d8, S:2d12 (grasping and clawing only), V:3d6

Climbin' 3d10, dodge 4d10, fightin': brawlin' 4d10, shootin': pistol 2d10

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

Search 3d8



Pace: 10

Size: 1

Wind: NA

Terror: 9

Special Abilities:

Damage: The hand can claw for STR+Id6 damage or choke its victim for STR brawling damage.

Mental Link: The eye in the creature's hand has a spiritual link to its mate in Wilder's head. The scientist can look through Finger's eye and use it to directly control the creature.

Leap: The gazelle muscles in the creature's fingers allow it to make incredible leaps of up to its Pace. This takes an action. Fingers can attack while leaping. This flying attack grants it a +2 bonus to its *fightin'* roll.

Undead (Patchwork): The creature can only be killed if each of its body parts are maimed. The hand only has one part, but any shots trying to hit it are at -6 due to its small size.

Wallwalker: The hand's sharp claws allow it to climb any surface which is not perfectly smooth.

Description: Fingers looks like a scarred, leathery hand with a human eye protruding from its back and sharp claws.

JENNY LYNN LINKOUS

Jenny Linkous is traveling to Tombstone to meet her husband, Jeremy Linkous. Shortly after they were married, Jeremy moved to Tombstone by himself to cash in on the silver boom. He made a tidy sum and now owns an outfitting store in town. Now that he has a stable income he has sent for his new bride to join him.

Jenny is a genuinely sweet, wholesome girl. She is friendly and talkative and quizzes everyone in the train car about themselves. After a few heroes have been grilled by her, have her give Wilder the third degree. He is rather rude to her, and says only that he is originally from Kansas (the truth) and that he is traveling west on business. He refuses to answer any further questions, claims to be fatigued, and pretends to sleep.



Jenny is an attractive woman in her early twenties. She has blonde hair and blue eyes and wears a conservative calico dress.

BILL GRUBB

Bill Grubb is also traveling to Tombstone. He's a miner who is hoping to strike it rich. At some point during the trip he quizzes Jenny about the conditions in Tombstone and her husband's luck there.

JOE BLUM

Joe Blum is Bill Grubb's buddy. He's not much of a miner—he's not much of a worker of any sort—but he dreams of getting rich off a big strike and living the rest of his life in luxury.



PROFILE: MINERS

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

Climbin' 2d8, fightin': brawlin' 3d6, horse ridin' 2d6, shootin': pistol 3d6, teamster 3d6

Mental: C:3d6, K:3d6, M:2d6, Sm:2d6, Sp:2d6

Area knowledge: Southwestern Confederacy 3d6, demolition 3d6, search 3d6, trade: mining 4d6

Edges: Tough as nails 3

Hindrances: Greedy

Pace: 8

Size: 6

Wind: 18

Gear: Traveling clothes, Single Action Peacemaker, 50 rounds of .45 ammo, mining gear (in baggage car) including a pick (STR+2d6).

Description: Both miners are large, muscular men, with the dark tans and weatherbeaten faces that come from working outdoors. Bill Grubb looks to be in his early forties, he has brown eyes and brown hair that's graying at the temples. Joe Blum is in his early fifties. He has brown eyes, thinning gray hair, and a large, bushy mustache.

DARREL PARKINS

Darrel Parkins is a "high roller"—in his own mind at least. He's actually just a small-time gambler who drifts from boomtown to boomtown looking to separate miners from their money. He's on his way to Tombstone to do just that very thing.

He likes to dress the part of a big time gambler, wearing expensive-looking clothes with gold buttons and cufflinks. Anyone who looks closely though, can see that his suit is becoming threadbare in spots and his "gold" cufflinks have some green tarnish in spots.

Having traveled the Weird West extensively, Parkins has seen a few things of a supernatural nature. He

likes to pass himself off as a huckster to impress people. He never confirms or denies this, he simply shuffles cards endlessly and says cryptic things like "the spirits are restless tonight." Parkins has gotten himself into trouble a few times with his act, so he has learned to tone it down around people he suspects are with the Agency or the Texas Rangers.

Parkins is a handsome man—and he knows it. He likes to use his good looks and huckster act to impress the ladies, but when push comes to shove, he heads for the door—something the posse will soon learn.

PROFILE

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

Climbin' 2d8, fightin': brawlin', knife 3d8, horse ridin' 2d8, shootin': pistol 3d10, sleight o' hand 4d10, sneak 3d8

Mental: C:3d8, K:3d6, M:2d10, Sm:2d8, Sp:2d8

Area knowledge: Southwestern Confederacy 3d6, bluff 3d10, gamblin' 4d10, guts 2d8, scrutinize 3d8, streetwise 3d8

Edges: Purty, the "voice" (soothing)

Hindrances: Big mouth, impulsive, randy, yeller

Pace: 8

Size: 6

Wind: 14

Gear: Traveling clothes, 2 decks of playing cards (one marked, the other not), .44 Derringer, 20 rounds of .44 ammo, small knife (STR+1d4) in his boot.

Description: A good-looking man in his late twenties. He has sandy brown hair, brown eyes, and expensive, but worn, clothing.

OTHERS

If you have other interesting characters you'd like your heroes to meet, feel free to add some more passengers to the train.

The characters mentioned here become involved in the story that's about to unfold, but there's no reason you can't add a few more colorful personalities to the group for the posse to interact with.

AMBUSH?

Okay, let's get to the action.

Around midnight, the train's brakes suddenly come on—hard. The loud screech of metal grinding on metal sounds for a few long seconds and then there is a shudder as the train collides with something and comes to an abrupt stop.

Have the heroes make Fair (5) *Nimbleness* rolls to avoid being flung from their seats. Those who fail take 1d6 damage. Read this damage as Wind unless the hero takes 6 points; in this case the cowpoke takes an actual wound.

Once the train has stopped, Parkins rises to his feet and proclaims (for the benefit of Jenny Lynn and any female posse members):

Not to worry folks! It's probably just a few banditos looking to grab some quick cash. I'm sure if everyone cooperates with them, no one will get hurt.

Have the heroes make *scrutinize* rolls. Those that make an Onerous (7) TN can tell that despite his bravado, Parkins voice has a slight quaver to it. Heroes who roll a 9 or better also notice that Wilder has turned paler than an albino dipped in white paint and is clutching his medical bag to his chest.

At this point Bill Grubb jumps up and says:

Sit down, ya pantywaist! The money I've got on me is all I have to stake me a claim in Tombstone, and I ain't givin' it up without a fight!

To Jenny Lynn (and any female heroes) he says:

You might want get down there, missy. There's gonna be some lead flyin' soon.

That said, both he and Joe pull out pistols and hunker down behind their seats. Parkins plops back into his seat and eyes the doors nervously. Wilder just clutches his bag all the tighter.

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THIS IS A ROBBERY?

The heroes are free to do as they please at this point. If they stay put, minutes pass without anything happening. Cowpokes who make a Fair (5) *Cognition* hear some shouting from the front of the train, but no shots.

Anyone who looks out a window sees the following:

The desert to the rear of the train is dark and empty. The view to the front of the train is obscured by a large cloud of steam leaking from the locomotive. You can just make out a few dark forms moving around in the light from the engine's head lamp.



AMBUSHERS AMBUSHED

At this point, the ball is in the posse's court; they can go check out what's going on or they can sit tight and see what develops.

If the heroes decide to wait, the conductor eventually comes to the passenger car and fills everyone in:

Sorry for the delay, folks. Looks like some desperadoes were waiting to ambush the train. Can't rightly say what happened to 'em, maybe wild animals or something, but it looks like they bought the farm before we got here. Unfortunately, we weren't able to stop before we plowed into the barricade they put up. The engine's derailed and the boiler's torn up something fierce, so it looks like we won't be going anywhere anytime soon. Just sit tight, the brakeman has set off to the nearest town and should be back in a few hours with some help and transportation.

The conductor can't add much to what he already said. All he knows is that the nearest town is Las Cruces and it's about 10 to 12 miles ahead. The brakeman took a horse, so he should be back with help in a few hours.

If the conductor is asked about the bandits, he looks uneasy. All he says is, "They were torn up pretty bad. You're welcome to have a look for yourself if you like—but you better have a strong stomach."

After passing along this information, the conductor takes his leave and walks toward the rear of the train. He is going to walk back down the track about a mile and place some torpedoes (explosive signalling devices) on the tracks to warn any oncoming trains that there's danger ahead.

CHECKING THINGS OUT

If the heroes get impatient and head toward the front of the train, they run into the conductor as he heads for the passenger car. He gives them the same information as if they had waited in the car, and then continues on to talk to the other passengers.

At the front of the train, the heroes find the engineer and the fireman hard at work clearing the barricade from the tracks. It looks as if the ambushers piled a good-sized stack of railroad ties across the track. The train plowed into them, derailing the locomotive and cracking the boiler. The engine is surrounded by a huge cloud of steam and a muddy puddle of water encircles it. It's obvious the train isn't going anywhere without major repairs.

A few more piles of railroad ties can be seen at the edge of the light from the locomotive's lamp. Any heroes who advance beyond the front of the train see the following:

At the edge of the light provided by the train's lamp, you see some more railroad ties piled on both sides of the track. A body lies slumped over the top of one pile and a pair of fancy boots sticks out from behind the other.

If the heroes investigate further, they find a total of seven bodies scattered about behind the ties. All of the bodies have been badly mauled (roll those *guts* checks, TN 9). A variety of weapons (4 Peacemakers, 2 shotguns, and 2 Winchester '73s) lie on the ground around them. All of the weapons have been fired recently; most of the pistols and both shotguns contain only spent cartridges. Both rifles are half empty.

Any hero that makes an Onerous (7) *trackin'* roll determines from the placement of the bodies and spent shell casings that the dead bandits were attacked from all sides. A raise on the *trackin'* roll also reveals that there were approximately ten attackers.

A hero with the *medicine* Aptitude can tell that the ambushers died an hour or two before the train's arrival; although it is a cool night in the desert

(around 63° Fahrenheit), the bodies are still warm. All of the bodies (except one) have bruises, cuts, and bite marks on them. A Fair (5) *medicine* roll determines that the cuts were made by claws and the bite marks appear to have been made by human teeth.

Have all of the heroes examining the scene make Onerous (7) *search* rolls. Those who succeed notice that one of the bodies is different from the others. This body is the only one with a bullet wound—many in fact. The body's torso is riddled with bullets and a portion of its skull has been blown away by a shotgun blast. The body's skin is dry and leathery. Its muscles are also tough and dry. A Fair (5) *medicine* roll easily reveals that a fair number of the torso wounds would be more than enough to kill a person. This is the body of one of the desiccated dead that attacked the ambushers.

CLUES

Have anyone examining the desiccated dead corpse make an Onerous (7) *Cognition* roll. A success discovers a small shard of black rock, roughly four inches in length, embedded in the forehead of the zombie. A hero can identify this rock as ghost rock with a Fair (5) *Knowledge* roll. Mad scientists recognize the shard automatically.

Have all the heroes examining the human bodies make an Onerous (7) *search* roll. The cowpoke who succeeds with the highest total finds a crumpled telegram in the pocket of one of the dead ambushers. It was received at the Las Cruces telegraph office. It reads:

Wilder on train bound Las Cruces—STOP—Apprehend Wilder and any accomplices—STOP—Recover specimens intact and ship to SLC—STOP

The telegram is dated the previous day. It was sent by the agents following Wilder to alert the team in Las Cruces that the scientist was heading its way. They were to recover any specimens Wilder was carrying, plus any found at Radcliffe's workshop, and return them to Salt Lake City for study.



Unfortunately for Hellstromme's goons, the specimens didn't feel like cooperating with this plan.

There is one other clue as to who these proud new farm owners are. A second Onerous (7) *search* roll turns up a Wasatch Railroad (the railroad owned by Hellstromme Industries) pay stub on a different stiff.

THE CAMP

A search outside the area illuminated by the train's light reveals the remains of an abandoned railroad work camp. This seems like the most likely source of the railroad ties used by the would be ambushers. Bits of equipment like sledge hammers and spikes are scattered around the site and the tattered remnants of a few canvas tents flap gently in the wind.

Just a reminder, it's late at night and there isn't much of a moon out, so all rolls to spot things outside the area lighted by the train suffer a -6 penalty. A torch reduces this penalty to -4, while a lantern reduces it to -2 (there are a few spare lanterns in the caboose if the heroes ask).

A Fair (5) *search* roll here reveals a few skeletons that have been partially buried by windblown sand. These are the remains of some Bayou Vermillion workers killed in an Apache raid. A Fair (5) *trackin'* roll picks up the trail of some of the undead that attacked the ambushers. This trail leads out into the desert. A few hundred yards from the train the trail crosses a rocky area. A Hard (9) *trackin'* roll is required to follow the trail here. The tracks lead out into the desert and then loop back toward the train.

If the heroes follow the trail this far, the point at which they discover the tracks have turned back is a good time to have Radcliffe's undead minions spring their attack on the train. See **A Shot in the Dark** on the next page for details.

The same *trackin'* roll that discovers the undead's tracks also reveals the tracks of the ambushers' horses. It looks like they got spooked and galloped off in the direction opposite that the zombies took.

PRIVATE EYE

While the heroes are busy examining the ambush sight, Wilder loses his nerve. The unscheduled stop in the middle of the desert has him jumping at shadows and imagining that a Hellstromme Industries team is going to snatch him at any moment. He desperately wants to know what's going on, but he's afraid to leave the rail car to find out.

Instead of taking a looksee for himself, he puts his bag on the floor and lets Fingers do the walking. He sends the creature to the front of the train to have a look around. Have the heroes make a Fair (5) *Cognition* roll. Those who succeed get the feeling that they are being watched. Anyone who gets a raise on the roll catches a quick glimpse of something small moving near the locomotive.

If anyone moves in that direction to take a closer look, Fingers scurries away and hides in the coal car. Heroes near the locomotive hear the coal rustling with an Onerous (7) *Cognition* roll.

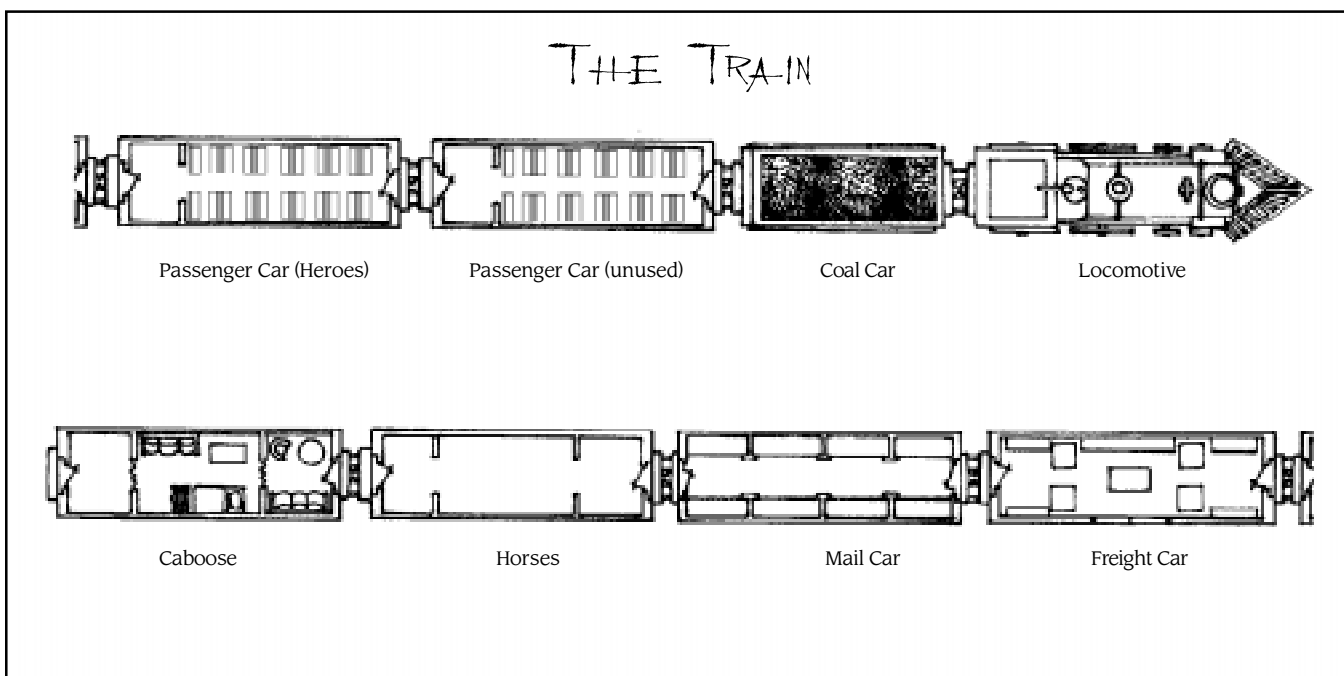
If the posse decides to investigate further, allow them to dig around in the coal. Fingers has burrowed to the bottom, so there is no chance of the group finding it short of removing most of the coal from the car (which the engineer won't allow). Before the heroes can get far in their search, though, a shot rings out from the passenger car. The boom of gunfire is followed by a shrill scream.

A SHOT IN THE DARK

Radcliffe sent a group of undead that he created, accompanied by his one "successful" patchwork man, Bob, to wipe out the Hellstromme team. This same group is now attacking the train, looking for Wilder.

WHAT'S GOING ON?

If the entire posse went to the front of the train to see the ambush scene, they arrive at the passenger car to find it under assault by 9 desiccated dead. They have bulled their way inside both ends of the car and are attacking the miners, Jenny Lynn, and Parkins. The four passengers have toppled a few benches to make a barricade and they are fighting back to back in the center of the car.



STICKING AROUND

If some of the heroes stay in the passenger car, they are there for the beginning of the fight.

Have all of the heroes who stayed behind in the car make Onerous (7) *Cognition* rolls a few minutes before the attack begins. Those who succeed notice Wilder place his bag on the ground and fumble under his seat for a moment. Those who get a raise on this roll catch a quick glimpse of Fingers as it scurries out of the car.

If the heroes confront Wilder about what they saw, he plays dumb and denies anything is going on. This goes on for a few minutes and then the zombies attack.

DESICCATED DEAD

Desiccated dead are walkin' dead that have spent some time in a hot dry place like the desert. The arid conditions dry out the creatures' flesh and skin. This makes them a little more fragile than your average zombie, but it also makes them a bit quicker.

The desiccated dead in this adventure are a little different than most, because rather than simply happening, they were created by Radcliffe. Why? Well, you see, the doctor's new location in Arizona was ideal in many ways, but the absence of any sort of refrigeration facilities made storing his lab specimens difficult. Pickling the parts seemed to interfere with integrating them into his creations, so he hit upon the idea of turning his samples into zombies since undead decay much slower than fresh meat.

Radcliffe worked up a reanimation formula that did the trick, but then hit a snag—the zombies didn't want to hang around and wait for him to carve them up. He tried caging them, but the crafty critters kept escaping (and nearly killed him in the process). Being a mad scientist, he eventually came up with a solution that made things even more complicated. He implanted shards of ghost rock in the heads of his "subjects," and invented a device that allowed him to control the creatures through these shards—a "zombie remote" of sorts.

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PROFILE: DESICCATED DEAD

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

Climbin' 1d10, dodge 2d10, fightin':
brawlin' 3d10, shootin': rifle, pistol,
shotgun 2d6, sneak 3d10, swimmin'
1d10

Mental: C:2d10, K:1d6, M:1d6, Sm:1d6,
Sp:1d4

Pace: 10

Size: 6

Wind: NA

Terror: 9

Special Abilities:

Damage: Bony claws (STR+1d4), bite
(STR)

Fearless

Shard Control: Each of the zombies has a slender shard of ghost rock embedded in its forehead that extends into its brain. Each of these shards were chipped from the same piece of ghost rock—the skull-sized chunk in Radcliffe's ULM gizmo (Undead Lifeform Manipulator). Using this device, Radcliffe can see through the eyes of any of his minions (one at a time) and give them orders, either individually or as a group.

Undead: Focus-Head

Weakness—Fire: Desiccated dead are flammable. Any fire attack that causes even one wound level to one causes it to catch fire and burn for an additional 1d6 damage per round in the affected location. However, the firebug hero now has to fight a *flaming* zombie, at least until it crumbles to ashes; the creature does an additional 1d6 damage on successful hand-to-hand attacks—which may set the victim on fire as well!

Description: Radcliffe's desiccated dead are fresher than most, so they more closely resemble beef jerky rather than a full-fledged mummy. Their skin is dark and leathery and their faces are shriveled and wrinkled.



BOB

Bob is Radcliffe's first "successful" patchwork man—successful in that he's the first that wasn't a gibbering idiot, a homicidal maniac, or both. He's far from perfect, though.

Bob was created primarily from the body of a Las Cruces local who had a run-in with a Smith & Robards harvesting machine that left him minus an arm and a leg. Radcliffe snatched the corpse, attached some new limbs from a "donor," and zapped him back to unlife.

Bob, who's real name is Zachary Hanover, suffered some brain damage in the accident. This didn't affect his intelligence, but it did damage his speech center. As a result, the only sound he's capable of making is a

slurred, "bahhhb" noise. He attempts to communicate with gestures and by repeating his name with different inflections and volume.

Bob is completely loyal to his creator, but his lonely existence hiding in the professor's mine has caused him to crave companionship. He tried talking to the undead he shares the lab with, but their people skills were even more limited than his. The conversations usually went something like this:
Bahhhb. Brains! Bahhhb? Brains! Bahhhb!

When Bob catches sight of Jenny Lynn, she seems to be a vision from heaven. He decides to snatch her, take her to the mine, and have Dr. Radcliffe make him a friend.

PROFILE: BOB

Corporeal: D:2d6, N:2d8, Q:3d8, S:4d12+6, V:2d6

Climbin' 1d8, fightin': brawlin' 4d8, sneak 4d8

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

Overawe 4d6, search 3d8

Pace: 8

Size: 7

Wind: NA

Terror: 9

Special Abilities:

Damage: Bear hug (STR), punch (STR)

Undead—Patchwork: As a patchwork creature, each portion of Bob's body that came from a different source must be maimed to put him down. In this case, his left arm and leg and his torso all have to be maimed to kill him.

Unnatural Strength: Radcliffe implanted muscles from a quarter horse in Bob's shoulders and torso, giving him incredible strength.

Description: Bob is of average height with thinning brown hair. The left side of his face is badly scarred. His left arm and leg are stitched on and look somewhat withered, but they are as strong as his other limbs. His mismatched leg gives him an odd, rolling gait. The implanted horse muscles give him an enormous swollen chest and shoulders. His misshapen torso and odd walk may cause him to be mistaken for a hunchback at first glance.

THE ATTACK

If the heroes are in the passenger car when the attack occurs, it begins with the sound of smashing glass as Bob reaches through the window and yanks Wilder out of the car. The nine desiccated dead then storm the car from both ends. Have the heroes make *Cognition* rolls to check for surprise. Those looking out the windows only need to roll a 5, all others need to roll an 11.

Bob carries the struggling Wilder to the rear of the train, where he rips open the door of car containing the horses. He gives Wilder a note from Radcliffe, a map to the mine and sends him off on a horse. The bewildered Wilder rides off into the desert. Bob scares off the rest of the horses and then heads back toward the passenger car to collect his new "friend." This takes him about 12 rounds to accomplish.

If the heroes have finished off the zombies before Bob returns, he hides beneath one of the cars and waits for an opportunity to grab Jenny. If the fight is still raging, he climbs on top of the passenger car, smashes a hole through the roof, and yanks Jenny up through the ceiling. He then runs down the top of the train with his struggling prize, hops off, and runs off into the darkness.

If none of the heroes are in the car when the attack starts, Wilder is already gone when they arrive. Bob shows up to kidnap Jenny 1d4 rounds after the heroes do.

The desiccated dead fight to the last; Radcliffe doesn't want anyone tailing Wilder to his lab. If Bob is somehow prevented from grabbing his desired prize, he runs off into the darkness. He doesn't leave however, he simply lurks in the dark and waits for another opportunity to abduct his new playmate.

LIGHTING

Don't forget that it's dark outside. The inside of the passenger car is lighted by a quartet of oil lamps mounted on the walls. These provide a dim light (-2 to attack rolls). Shooting from inside the car at anything outside

LAST STOP

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suffers a -8 penalty (the light in the car makes it hard to see anything in the darkness).

If pulled off the wall (Fair (5) *Strength* roll) and thrown (or clipped by a stray bullet), a lamp breaks and forms a pool of burning oil 2 yards in diameter. Anyone caught in this area takes 2d6 massive damage. The oil burns for 1d6 rounds. Roll 1d6 each round a pool of oil burns. On a 6, the train car itself catches fire. The fire then spreads 1 yard in radius at the beginning of each round until the entire car is engulfed.

THE AFTERMATH

Once the shooting has stopped, the heroes have to decide what to do next. Unless things have gone all their way, Wilder, and perhaps Jenny Lynn, should be missing. The obvious thing to do is to try and track Wilder or Bob.

Picking up Wilder's trail requires a Fair (5) *trackin'* roll. (Plus the usual modifiers for lighting or lack thereof. Of course, if the train is burning, ignore lighting modifiers within 50 yards of the flaming car.) His trail leads south into the desert.

Bob's trail also requires a Fair (5) *trackin'* roll to follow. His trail also leads south. About a quarter mile from the train, Wilder's and Bob's tracks converge and head into some low, rocky hills. Their trail disappears in the rocks, but since there is only one path leading up into the hills, it's not hard to figure out where they went.

About an hour of hiking brings the posse close to Radcliffe's hidden lab. See **Give 'Em a Hand** for what happens next.

ANOTHER CLUE

Wilder's doctor bag was left behind in the scuffle. Anyone looking inside it finds the scalpels and suture thread, as well as a small stack of letters from Radcliffe and some of Wilder's research



notes. It doesn't take a mad scientist to figure out the gist of what these documents are about. There are numerous references to the "reanimation of dead tissue," implantation, and lab specimens. There are also a number of anatomical sketches and a diagram of Fingers. The letters are signed using Radcliffe's real name.

GETTING HELP

More cautious (or battered) heroes might decide to go to town for help before charging off into the darkness. If they do, less than 10 minutes after they leave the train, they run into Dan Phelps, the Las Cruces town marshal, headed their way. After he introduces himself, he tells the heroes:

My deputy and I were headed out to check Doc Hodges' mine. We had a spot of trouble with some desperadoes in town. They broke into the doctor's office, ransacked the place, and rode off. We haven't seen Doc Hodges since. I thought we'd ride out and see if he was at his silver mine up in the hills. That's when we ran into your brakeman. It sounded like the hard cases we were worried about had met their maker, so I had my deputy take him back to town to round up some help for you folks. I figured I'd head out and check the mine on my own. That's when I heard all the shooting coming from the train and headed your way.

The marshal can't tell the heroes much about the ambushers other than they received a telegram while they were in town and he suspects they probably work for one of the railroads involved in the Great Rail Wars. All he can tell them about Doc Hodges is that he came to town a few years back and set up shop as the town's doctor and undertaker. He's a respected citizen and he's never been in trouble with the law since he came to Las Cruces.

Given the strange events of the night, Phelps feels it's important to get to the mine as quickly as possible. He asks all of those in the posse who look like they can handle a gun to come with him. He swears in anyone who volunteers as a temporary deputy.

Phelps leads the group to the same path leading up into hills at which Wilder's and Bob's trails end.

PROFILE: DAN PHELPS

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

Climbin' 2d8, fightin': brawlin', knife 4d8, horse ridin' 4d8, shootin': pistol, rifle 5d8, sneak 3d8

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

Area knowledge: Las Cruces 3d6, bluff 3d10, guts 3d8, overawe 4d8, scrutinize 3d8, streetwise 3d8

Edges: Law man 3

Hindrances: Big britches

Pace: 8

Size: 6

Wind: 16

Gear: Horse, Single Action Peacemaker, 50 rounds .45 ammo, Winchester '76, large knife

Description: A kindly-looking man in his late forties. He has a large mustache and short brown hair, graying at the temples.

GIVE 'EM A HAND

Fingers got left behind in all of the excitement. It tried to follow its maker, but it simply couldn't keep up with a galloping horse. Not long after it lost sight of Wilder, it also lost its mental connection with him. This made Fingers very worried—at least as much as a reanimated hand can be worried.

Regardless of whether the posse is with Phelps or not, Fingers spots the heroes and follows them in the hopes they will find Wilder. Have everyone in the group make Onerous (7) *Cognition* rolls. Those who succeed get that creepy feeling that they are being watched again. Anyone who gets a raise may catch a quick glimpse of Fingers now and again, but never clearly enough to make out exactly what it is. If the heroes attempt to pursue Fingers, it simply runs off into the darkness and hides.

After a short while, Fingers' mental connection to Wilder is reestablished (he regained consciousness). The scientist has been taken prisoner by Radcliffe and is about to be used as part of an experiment to see if the ULM works on living subjects. He takes control of the hand and uses it to signal the posse.

Fingers scurries into the path ahead of the posse. Have everyone make a Hard (9) *guts* roll. Anyone on horseback also needs to make an Onerous (7) *horse ridin'* roll to keep their mounts under control. Failing this roll means the rider gets dumped from the saddle and takes 2d4 Wind damage.

If anyone shoots at Fingers, it does its best to dodge and appear nonthreatening while waving wildly. If the hand is still kicking after the shooting stops, it quickly scribbles a message in the dirt: *Help!! Radcliffe kill me!*



Next to this message Fingers draws a shaky stick figure and a crude picture of a knife. It then makes a quick stabbing motion and points up the rocky trail. As long as no one attacks it, Fingers springs aboard the closest horse (another Onerous (7) *horse ridin'* roll for the unlucky cowpoke to avoid being bucked off and taking 2d4 Wind damage from the fall) and points up the trail.

If the heroes stop to debate their course of action, Fingers tugs at their clothes, drums its fingers, and generally expresses its impatience with them as best it can. If the posse takes more than 15 minutes to get moving, Fingers non-verbally expresses its displeasure and runs off up the trail itself to rescue its master alone. If anyone should attack Fingers, it dodges, runs away, and doesn't return.

Once the posse starts moving, it takes another 20 minutes to reach Radcliffe's mine.

A lathered horse (Wilder's) drinks noisily from a small stream near the entrance. The rear of a buckboard is just barely visible inside the mouth of the mine. If Marshal Phelps is with the group, he identifies it as belonging to Doc Hodges. Wilder's (and Bob's if he got away from the train with Jenny) footsteps are easily visible in the dirt near the front of the mine. A handkerchief with Jenny Lynn's initials monogrammed on it also lies near the entrance.

BOUNTY

Discovering the Telegram: 1 white chip to the hero who uncovers it.

Finding the Pay Stub: 1 white chip to the cowpoke who finds it.

Defeating the Undead: 1 red chip to each player.

Preventing Bob from kidnapping Jenny: 1 blue chip to each player involved.

Not Killing Fingers: 1 white chip to each player.

CHAPTER TWO: THE MINE

The posse has found Radcliffe's lair. It's completely dark in the mine once the heroes are more than fifty feet from the entrance, so they are going to need some sort of light source.

The mine entrance extends 100 feet straight back before dividing into two tunnels. The floor of the mine is solid rock, so there are no tracks visible with which to pick one tunnel over the other. Have the heroes make Onerous (7) *Cognition* rolls. Those who succeed smell a faint rotting smell down the lefthand tunnel. The righthand tunnel has no unusual odors.

THE RIGHT TUNNEL

The right tunnel is the wrong tunnel! It's a trap for anyone who wanders into the mine uninvited. There is a tripwire across this tunnel about 150 feet from where the shaft branches. Noticing this wire requires an Incredible (11) *search* roll (plus lighting modifiers!) by the hero who is leading the group. If the cowpoke misses this roll, he trips the wire and sets off an explosive charge planted behind the wire only 50 feet from the fork in the tunnel.

The explosion does 3d8 massive damage with a Burst Radius of 5 yards. As nasty as the damage is, the charge also collapses the mine tunnel behind the posse. The resulting cave-in requires 90 man-hours to clear, i.e., 3 people can clear it in 30 hours, 5 people can clear it in 18 hours, 6 in 15 hours, and so on.

If the heroes didn't fill Fingers full of holes, the creature repays their trust. He accompanies the group into the mine. If they move down the righthand tunnel, Fingers automatically detects the tripwire and brings it to the heroes' attention (the wire is right at eye-level for Fingers).

THE LEFT TUNNEL

The left tunnel leads back to Radcliffe's laboratory, but the heroes need to deal with his welcoming committee before they can interrupt his work.

The tunnel widens out into a 20' x 20' chamber roughly 150 feet from the spot where the shaft branches. The rotting smell the heroes noticed earlier becomes stronger as they near this area.

Lying in this room are four undead coyotes that Radcliffe has "enhanced." They lie quietly behind some boulders as the group approaches and then spring out and attack. Have the heroes make a Fair (5) *Cognition* roll to check for surprise.

PROFILE: PATCHWORK COYOTES

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

Climbin' 1d8, fightin': brawlin' 4d10, sneak 4d10

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

Search 3d8, trackin' 5d8

Pace: 8

Size: 4

Wind: NA

Terror: 7

Special Abilities:

Damage: Bite (STR+2d8 AP 1), claw (STR+1d4)

Undead-Patchwork: The coyotes were made from single creatures, so it is only necessary to cause a maiming wound to the head to put them down.

Shark's Teeth: Radcliffe implanted shark's teeth he brought with him from the Maze in the coyotes' jaws. These teeth, along with the additional muscles the doctor added to the creatures' lower jaws give the coyotes an incredibly nasty bite.

Description: These creatures look like sickly coyotes with the mange—at least until they open their mouths. Each coyote's jaw is lined with a double row of shark teeth that can literally rip an unarmored opponent to shreds.

THE LABORATORY

The tunnel continues on another 100 feet past the coyote chamber and then simply ends. Have the heroes make Onerous (7) *Cognition* rolls. Those who succeed hear what sounds to be a muffled scream come from somewhere behind the right wall. A Fair (5) *search* roll quickly reveals a section of fake wall made of canvas and plaster. Pulling this aside reveals a short 12' long passage leading to Radcliffe's laboratory. From here the posse can see a small room lighted by flickering lamps, but they cannot see anyone in there.

Unless the heroes were able to dispatch the coyotes silently, Radcliffe is aware of their presence and is ready for them. He is standing against the far wall wearing the headset for his ULM gizmo. The ULM is on a table next to him. Jenny Lynn is chained to the wall beside him. Six desiccated dead (Radcliffe's last) and Bob are waiting just beside the entrance to ambush the posse. Wilder is strapped down to an operating table in the center of room.

The room is lighted by four oil lamps. These can be broken or thrown just like the ones in the rail car.

Radcliffe doesn't waste any time with villainous soliloquies; he instructs his minions to attack the second the heroes enter the room. He hunkers down behind the table the ULM is resting on.

THE FINAL BATTLE

There are a few interesting events that can happen during the course of this battle:

If Phelps is with the group, he recognizes Bob as Zachary Hanover. On his first action, he yells out "Zachary?" Being called by his real name confuses Bob and stuns him for 1d4 rounds.

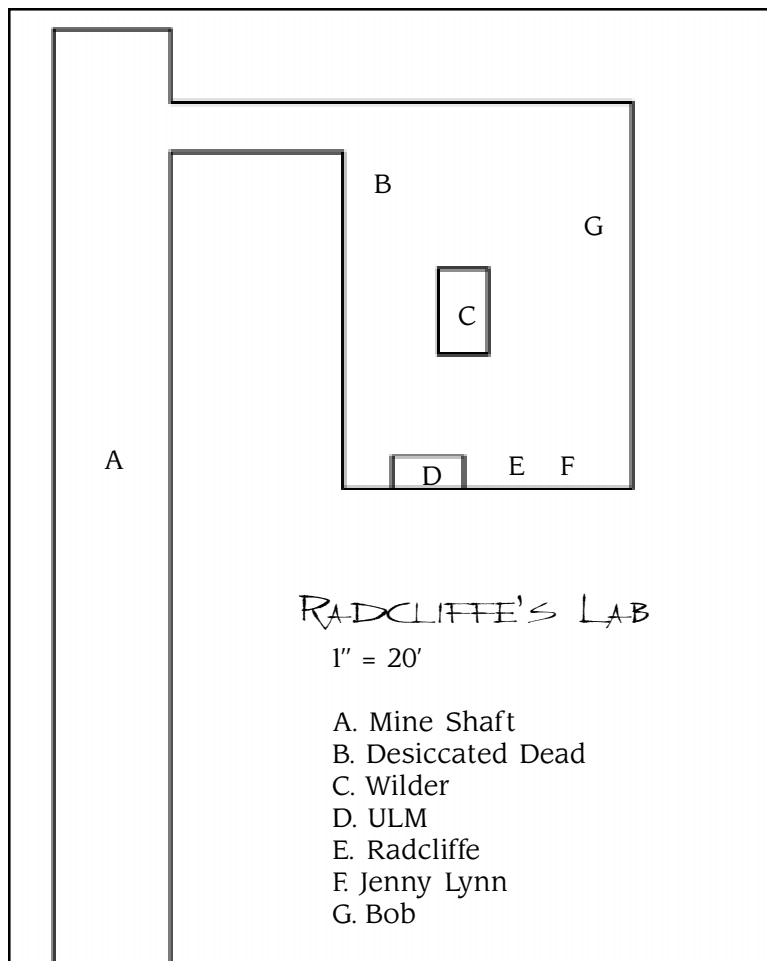
Destroying the ULM causes Radcliffe to lose control of his undead. If this happens, the desiccated dead attack whoever is closest to them, not just the heroes. This also happens if Radcliffe is killed or the headset is ripped off his head. The ULM has an Armor value of 1 and can take 30 points of damage before it stops working.

LAST STOP

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It's also possible for a cowpoke to rip the headset off Radcliffe's head and use it himself (this requires a raise on a *fightin': brawlin'* roll). If the hero puts on the headset, he must make a Fair (5) *guts* roll as the primal rage of the zombies' minds washes over him. If the hero is still functional after the *guts* check, he can control the zombies' actions each round.

If the battle starts to go against Radcliffe's minions, he draws a pistol, grabs Jenny, uses her as a human shield, and threatens to shoot her if the heroes don't leave. If Bob is still kicking at this point, he becomes enraged that the doctor is threatening her and attacks his creator. Unless someone stops him, he breaks Radcliffe's neck. He then breaks Jenny's chains, scoops her up, and tries to run off with her.



Any attacks aimed at Bob have a chance of hitting Jenny. Used the innocent bystander rules for missed shots. Attacks that hit Bob in the torso or arms (ranged or hand-to-hand), have a 50-50 chance of hitting Jenny or actually whacking the creature.

If Radcliffe is killed by someone other than Bob, he becomes enraged and devotes all of his actions to killing that person until he is put down.

PROFILE: VINTON RADCLIFFE

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

Climbin' 1d6, fightin': brawlin' 2d6, horse ridin' 2d6, shootin': pistol 2d6, teamster 3d6

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

Area knowledge: Las Cruces 2d12, guts 4d8, mad science 5d12, tinkerin' 4d12

Edges: Arcane background : mad scientist, mechanically inclined

Hindrances: Loco

Pace: 6

Size: 6

Wind: 16

Gear: Buckboard, Single Action

Peacemaker, 20 rounds .45 ammo, scalpel

Description: A man in his early fifties. He has wild black hair shot through with streaks of gray, a small goatee, and brown eyes.

AFTERMATH

Once Radcliffe and his minions are defeated, Wilder and Jenny both thank the heroes profusely. Wilder comes clean and explains the events leading up to what happened. He also tells them that they got there just in time, because Radcliffe was about to implant one of the ghost rock shards into his brain through his third eye (seeing this for the first time requires a Fair (5) *guts* roll) so he could rummage around in Wilder's brain and steal all of his research secrets.

If Fingers is still "alive" at this point, it and Wilder have a joyous (if somewhat disturbing) reunion.

OOPS! TOO LATE!

If the heroes are delayed for more than a few hours—perhaps by a cave-in—they may be too late. In this case, Radcliffe proceeds with his operation on Wilder. It is a partial success. Radcliffe gains access to Wilder's secrets for a short time, but the scientist dies on the table. If Fingers is with the group when this happens, it shudders and then flops lifelessly to the floor. It's not dead, but it is despondent over the death of its creator.

Once the heroes finally reach the lab, they find only Wilder's body on the operating table. Radcliffe has loaded the rest of his equipment in the back of his buckboard and fled with Bob and Jenny. He has released his undead into the wild. If you're running this adventure as part of a campaign, it's not too late for the heroes to pursue Radcliffe and still rescue Jenny before he turns her into a patchwork friend for Bob.

BOUNTY

Defeating the Patchwork Coyotes: 1 red chip each.

Rescuing Wilder and Jenny alive: 1 blue chip each.

BUFFALO GIRL

TRAITS & APTITUDES

Deftness 4d10

Shootin': rifle 4

Nimbleness 2d12

Climbin' 1

Fightin': whip 3

Horse ridin' 2

Sneak 1

Quickness 2d10

Strength 2d6

Vigor 4d6

Cognition 1d8

Search 1

Scrutinize 2

Trackin' 3

Knowledge 1d6

Area knowledge 2

Language: Indian sign 2

Mien 3d8

Animal wranglin': bronco
bustin' 2

Persuasion 3

Smarts 2d6

Gamblin' 2

Ridicule 2

Survival:
plains 1

Spirit 3d6

Guts 2

Wind 12

Edges:

Purty 1

Brave 2

Hindrances:

Big Britches -3

Curious -3

Heroic -3

Intolerance -1:

Feminine women.

Gear: Winchester '73, box
of 50 shells, whip, horse,
\$61.

PERSONALITY

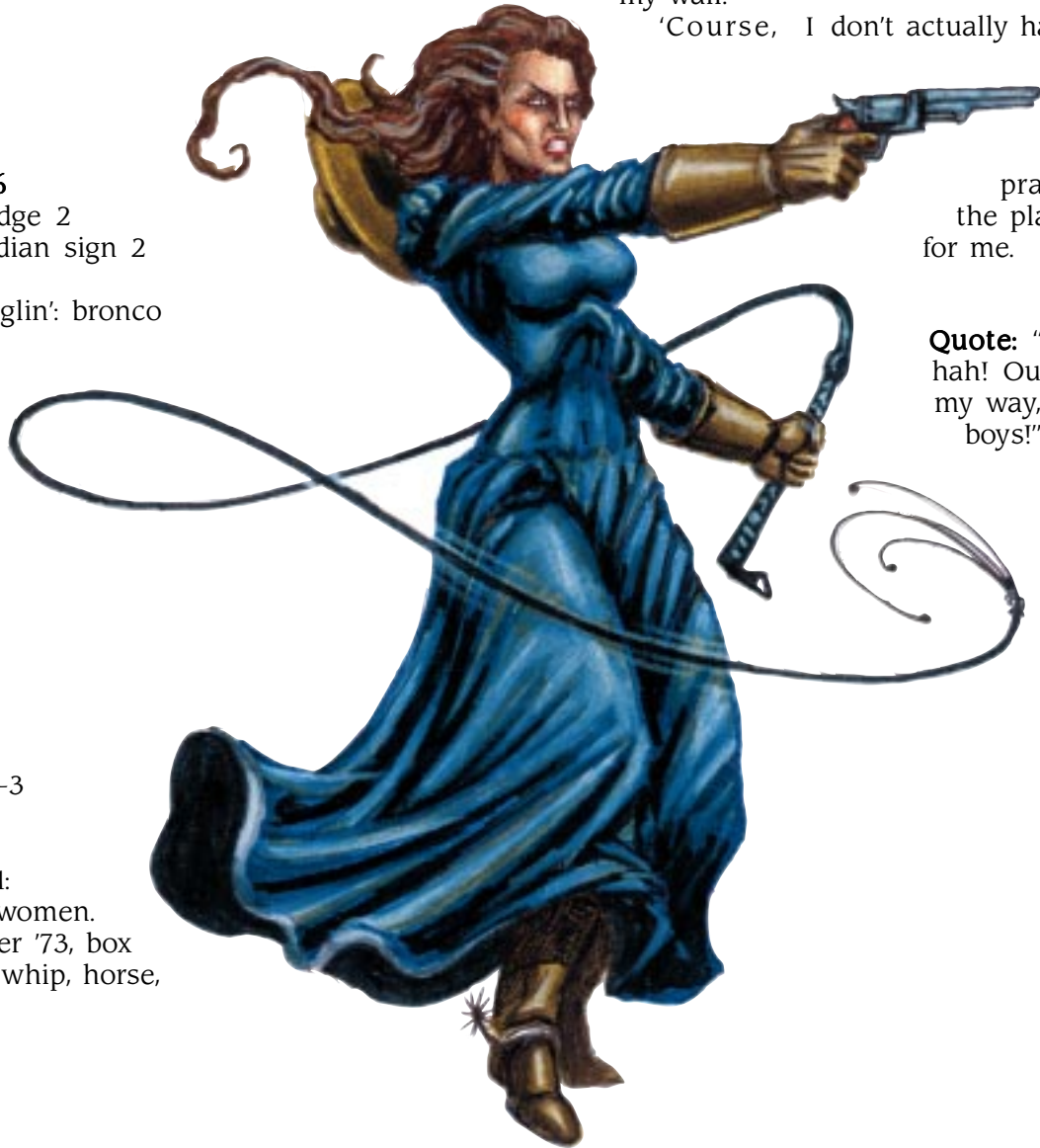
Yee-hah! I'm the wildest thing this side o' the Pecos. I'm a whip-crackin', butt-kickin', pistol-packin' gal o' the plains.

I've seen some ornery lookin' critters out here in the West, and I aim to rope me a few. Maybe I'll catch one and sell it to a rodeo or one o' them newfangled zoos. Or maybe I'll just stuff the durn varmint and mount it on my wall.

'Course, I don't actually have a wall.

The wide open prairie's the place for me.

Quote: "Yee-hah! Outta my way, boys!"



GUNSLINGER

TRAITS & APTITUDES

Deftness 3d10

Shootin': pistol, rifle 3

Speed load: pistol 2

Nimbleness 1d8

Climbin' 1

Dodge 3

Fightin': brawlin' 2

Horse ridin' 3

Sneak 1

Quickness 2d12

Quick draw 2

Strength 2d6

Vigor 2d6

Cognition 2d8

Search 1

Knowledge 1d6

Area knowledge

2

Mien 1d10

Overawe 3

Smarts 2d6

Spirit 1d8

Guts 2

Wind 14

Edges:

Keen 3

Renown 1

Hindrances:

Enemy -1: Someone's always out to prove he's faster than you.

Heroic -3

Vengeful -3

Gear: Army pistol, Winchester

'73, box of 50 pistol shells,

box of 50 rifle shells,

horse, \$56.

PERSONALITY

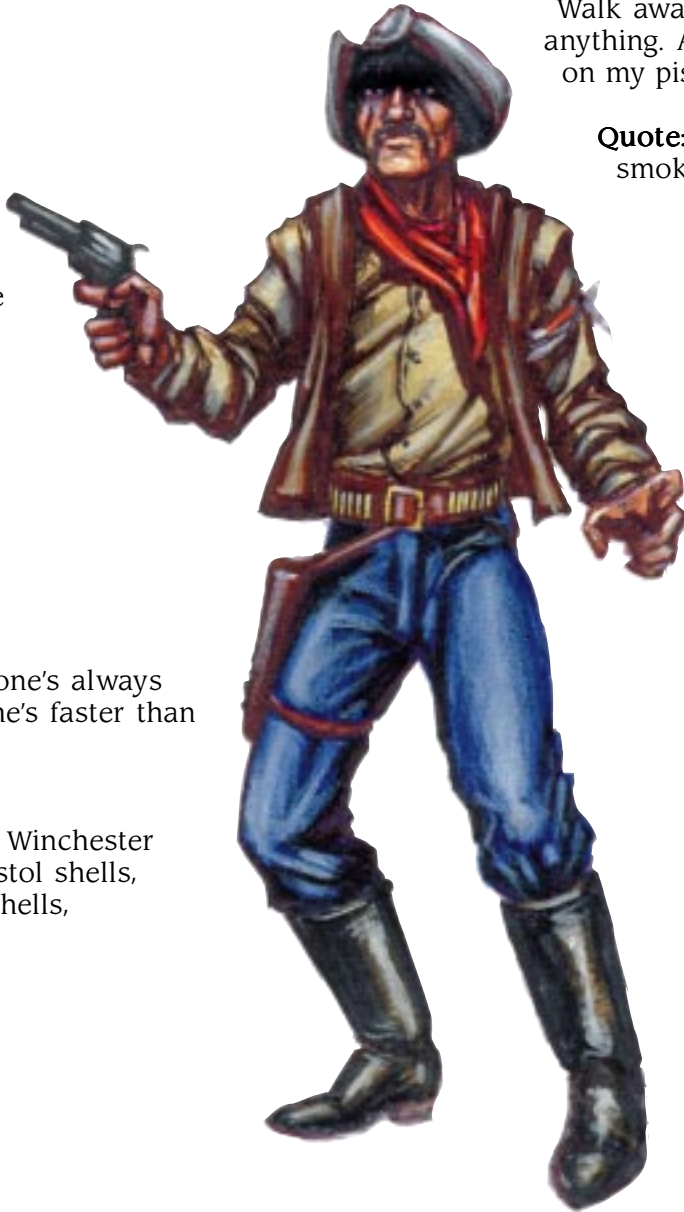
I was brought here because I'm the best. You draw that pistol, and I'll show you what I mean.

You think you're bad news? I've seen things that would make you wet your pants.

Now put that gun away, kid. And do it real slow like. The only live gunslingers are jumpy gunslingers.

Walk away. You don't have to prove anything. And I've got enough notches on my pistol already.

Quote: "Are you going to skin that smokewagon or whistle Dixie?"



HUCKSTER

TRAITS & APTITUDES

Deftness 2d8

Filchin' 2
Sleight of hand 3

Nimbleness 2d6

Climbin' 1

Strength 2d6

Quickness 3d6

Vigor 1d6

Cognition 2d8

Scrutinize 3
Search 3

Knowledge 2d10

Academia: occult 4
Area knowledge 2

Mien 2d6

Performin' 2

Smarts 3d12

Bluff 3
Gamblin' 4
Ridicule 2
Streetwise 2

Spirit 1d8

Guts 2

Wind 14

Edges:

Arcane background:
huckster 3
Gift of gab 1

Hindrances:

Bad luck -5
Curious -3
Habit -1: You shuffle cards constantly, a habit that annoys most but helps hide your hexes.
Outlaw -1: Some say you're a shyster; you consider yourself a performer.

Special Abilities:

Hexslingin' 4

Hexes: Missed me!, phantom fingers, shadow man, soul blast

Gear: .44 Derringer, box of 50 shells, deck of cards, \$238.75.

PERSONALITY

Want to see a trick?

I know a few that will make your head spin. I've dazzled some of the best, from New Orleans to the City of Lost Angels.

You think that gunslinger's fast? He's moving in slow motion compared to me. Well, maybe not. But I can do things that make his Peacemakers look like pop guns.

And I know things, too. Things man was not meant to know. I've looked into the depths of Hell and invited the demons into my very soul. The price is steep, but the power is incredible. It's a gamble, but what's life without a little chance?

Quote: "Take a card. Any card."



MAD SCIENTIST

TRAITS & APTITUDES

Deftness 4d6

Shootin': flamethrower 3

Nimbleness 1d6

Climbin' 1

Drivin': steamwagon 3

Sneak 1

Teamster 2

Strength 2d6

Quickness 3d6

Vigor 3d6

Cognition 2d10

Scrutinize 1

Search 3

Knowledge 2d12

Area knowledge 2

Demolition 2

Mad Science 4

Science: engineering 3

Science: chemistry 2

Science: physics 2

Mien 1d8

Smarts 4d10

Scroungin' 3

Tinkerin' 4

Spirit 3d8

Guts 2

Wind 14

Edges:

Arcane background: mad scientist 3

Dinero 2

Mechanically inclined 1

Hindrances:

Bad eyes -2: You have to wear spectacles to read and see things up close.

Curious -3

Stubborn -2

Tinhorn -2

Gear: Flamethrower, tool kit, doctor's bag full of strange chemicals, spectacles, \$75.

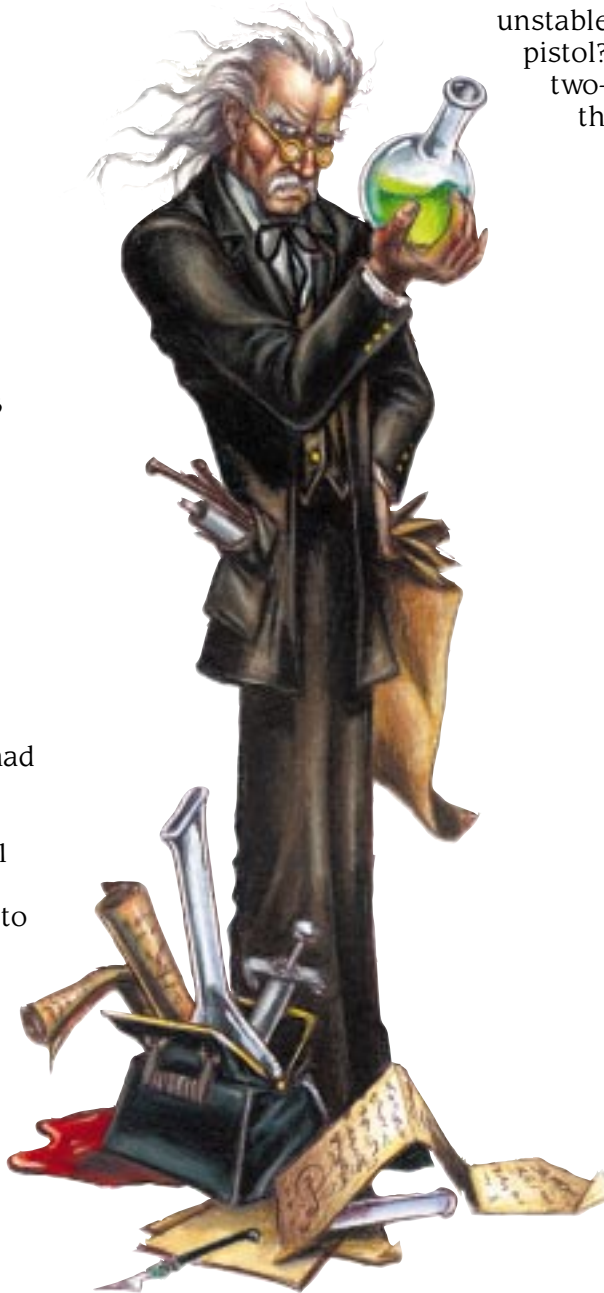
PERSONALITY

Just a minute, please. Let me put out this fire. Hair is so combustible, you know?

Now what is it you wanted? A time travel device, perhaps? I've had a few ideas. Or how about a flamethrower? Too unstable? Then how about a Gatling pistol? No, that's too common. Any two-bit tinkerer can build one of those.

Let me show you something special I've been working on.

Quote: "Don't touch that!"



PREACHER

TRAITS & APTITUDES

Deftness 1d8

Shootin': pistol 2

Nimbleness 1d6

Climbin' 1

Fightin': club 3

Horse ridin' 2

Sneak 1

Strength 3d6

Quickness 3d6

Vigor 2d6

Cognition 4d6

Scrutinize 3

Search 2

Knowledge 3d8

Area knowledge 2

Language: Latin 2

Medicine: general 2

Professional: theology 3

Mien 4d10

Overawe 3

Persuasion 2

Smarts 2d10

Spirit 2d12

Faith 5

Guts 2

Wind 18

Edges:

Arcane background: blessed 3

Hindrances:

Heroic -3

Obligation -1: You must give a sermon every Sunday.

Pacifist -3

Self-righteous -3

Special Abilities:

Miracles: Protection, holy roller, inspiration, lay on hands, smite, succor.

Gear: Hickory club (STR+1d6 damage), Peacemaker, 50 shells, Bible, cross, \$227.

PERSONALITY

There are devilish abominations loose in the world. We are being punished for our sins.

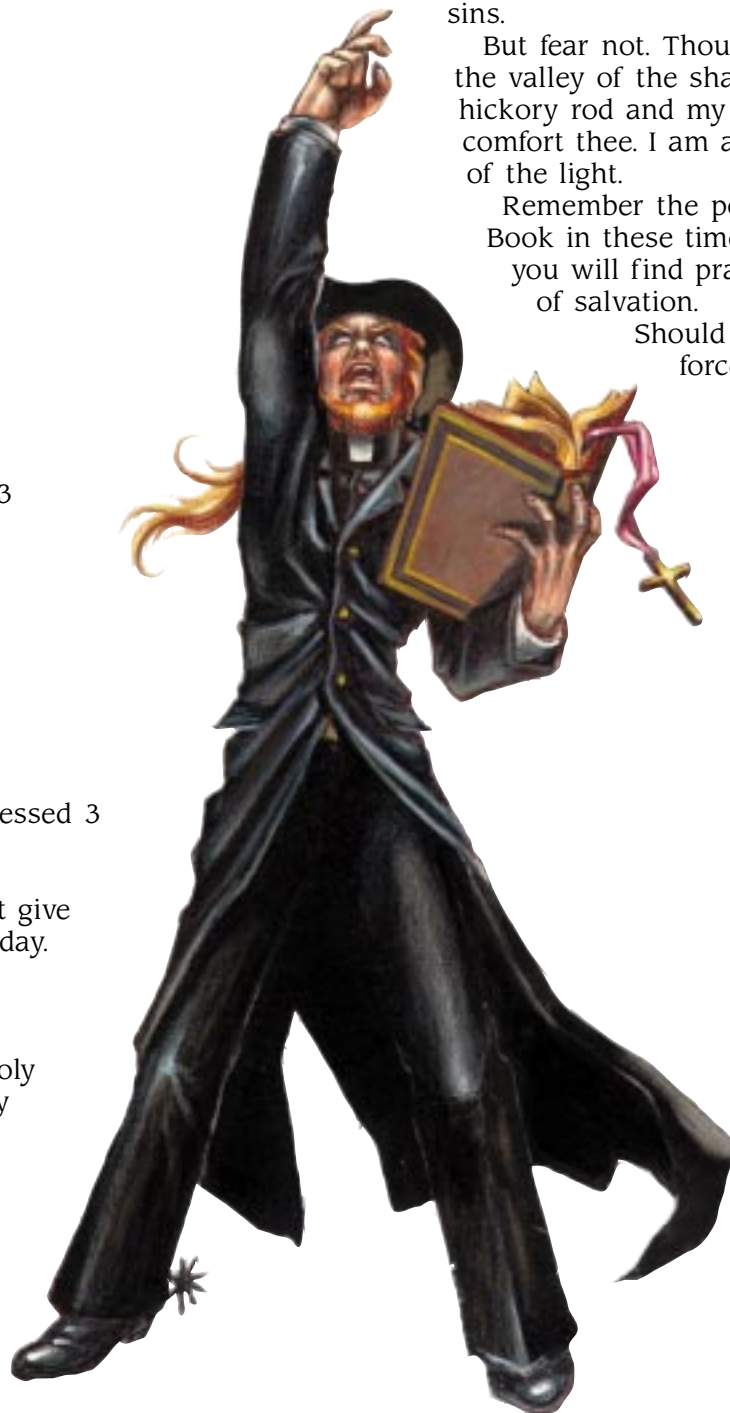
But fear not. Though we walk through the valley of the shadow of Death, my hickory rod and my Peacemaker will comfort thee. I am a vigilant crusader of the light.

Remember the power of the Good Book in these times of darkness. In it you will find prayers and parables of salvation.

Should you encounter the forces of darkness, my child, first try a simple prayer and a stout piece of hickory.

If that doesn't work, try a load of blessed buckshot.

Quote: "Say yer prayers, varmint!"



TEXAS RANGER

TRAITS & APTITUDES

Deftness 2d12

Shootin': pistol, rifle 3

Nimbleness 2d10

Climbin' 1

Dodge 2

Fightin': knife 3

Horse ridin' 2

Sneak 1

Strength 3d8

Quickness 4d10

Quick draw 2

Vigor 4d6

Cognition 1d8

Search 1

Trackin' 2

Knowledge 1d6

Area knowledge 2

Language: Mexican
Spanish 1

Mien 3d6

Leadership 1

Overawe 2

Smarts 2d6

Survival: any 2

Spirit 3d6

Guts 2

Wind 12

Edges:

Law man 5

Hindrances:

Big britches -3: One riot,
one Texas Ranger.

Enemy -2: Northerners
don't like you.

Obligation -5: Hunt down
the supernatural, and
shoot it or recruit it.

Gear: 2 Army pistols, box of
50 shells, horse, \$73 in
Confederate scrip.

PERSONALITY

Hush up. That's crazy talk. There's no such thing as "jackalopes." This paw around my neck? It's a rabbit's foot. I don't care if you think it's too long. They grow 'em big in Texas, you know.

That carcass you gave me didn't have horns. It was just some dumb hare that got all tangled up in some old deer antlers. And if you don't quit arguing, I'm gonna let Jim Bowie settle my side o' the discussion for me.

I thought that'd shut you up. Now show me where you *didn't* see Aunt Minnie crawl up outta her grave. I got some carvin' to do.

Quote: "You shouldn'ta done that, varmint. You're messin' with the pride o' Texas."



























CARDSTOCK COWBOYS







THE HEROES

THE EXTRAS





			Range Gal				Prof. Radcliffe
			Gunslinger				Wilder
			Huckster				Jenny Lynn
			Preacher				Parkins
			Ranger				Bill Grub
			Mad Scientist				Joe Blum
							Sheriff Phelps

THE MONSTERS

			Bob				Desiccated Dead #6
			Desiccated Dead #1				Desiccated Dead #7
			Desiccated Dead #2				Desiccated Dead #8
			Desiccated Dead #3				Desiccated Dead #9

			Desiccated Dead #4	Patch Coyote #4
			Desiccated Dead #5	

	Patch Coyote #3
	Patch Coyote #4
	Patch Coyote #2

		Patch Coyote #1
		Patch Coyote #2