



SAVAGE EXPLORER WORLDS

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WEIRD WAR ONE: HELLFIGHTERS
DEADLANDS: KNIGHTS WITH NO ARMOR

SAVAGE EXPLORER WORLDS

WEIRD WAR ONE: HELLFIGHTERS 2

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SAVAGE WORLDS EXPLORER

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Hellfighters

Hellfighters is a Plot Point Campaign that follows the exploits of the American 369th Infantry Regiment from the time the unit is attached to the French army until shortly after the Second Battle of the Marne. The campaign covers a period of five months and covers a wide geographic area of the Western Front.

The Second Battle of the Marne was part of the great German “Peace Offensives” designed to smash the British army and force the Allies to sue for peace. Unfortunately for the Kaiser’s troops, the French successfully deduced where the attack would fall and 52 German divisions smashed themselves against prepared defenses. Adding to their misery, the weirdness of the war reared its ugly head and the attack foundered right where the initial German attacks were stopped four years earlier.

After a period of acclimation on a quiet sector of the front, the heroes find themselves in the midst of this furious battle. They not only confront German troops and the mind-blasting encounters of the weird wars, but an evil hundreds of years old that threatens the Allied efforts. At the end of this campaign they will have truly earned the name “Harlem Hellfighters.”

Heroes from Harlem

The 369th Infantry Regiment

The player characters are all members of the U.S. Army’s 369th Infantry Regiment, also known as the “Rattlers” after the rattlesnake on their unit crest. The unit began life as the 15th New York National Guard Regiment. African-Americans from Harlem in New York City fill the ranks of this unit, though all but seven of its officers are white. As a National Guard unit, all the enlisted men are drawn from a fairly small geographic area and most have known each other for quite some time, but many of the officers are newly assigned. The

players should determine their backgrounds, what they did back in Harlem, existing friendships, and any other subplots that might have followed them into combat in France.

Most of the 369th’s soldiers experienced significant racial discrimination in their pre-deployment training in South Carolina, and this shared adversity helped the soldiers in the unit bond together.

Now the soldiers are all members of the same 8-man rifle squad. Their company commander, Captain Ronald Hawthorne, is a white officer from New York, while their platoon leader, Second Lieutenant Richard Williams, is an African — American, as are all the NCOs.

The unit arrived in France on January 1st, 1918 and was initially assigned to labor duties building a logistics infrastructure for the tide of American troops following along behind them. The 369th was then assigned to the French 16th Division on the front line in

Suggested Sequence of Events

Sessions	Adventure
1	The Afrique Sector
2–3	Mission Generator
1	The Old North Church
1–2	Mission Generator
1	Reminder of Home
2–3	Mission Generator
1	Cry Wolf
1–2	Mission Generator
1	Bad Blood
1	Chateau de Loup
11–12	Weirdness

mid-March. The men wear the blue helmets and leather equipment of the *poilu* (French soldier) but retain their American khaki uniforms. They use French Lebel rifles and bayonets, with Chauchat light machine guns and Hotchkiss heavy machine guns rounding out the unit's arsenal. See the *Weird War One Player's Guide* for equipment statistics.

The Afrique Sector

Read the following as the heroes head to the front:

After a trans-Atlantic voyage and a couple of months laying railroad track and building warehouses and barracks for the soon to arrive American Expeditionary Force, the old 15th New York began advanced training with the French Army. Several weeks of intense combat training and weapons familiarization followed. You and your friends now finds yourselves assigned to the French 16th Army at a sector of the Champagne-Ardenne front fittingly called Afrique. A French liaison officer, Capitaine d'Apcher, is assigned to your unit and quickly becomes a favorite due to his fair nature and good humor, despite the foul smelling herbal tea he drinks every morning like clockwork.

The heroes have time to settle into the trenches. The 369th, integrated into the French 16th Division, assigns a sector to each of the three battalions, placing two companies in the front trenches, with a third in reserve. This assignment lasts for 30 days, followed by ten days in the rear area to rest, clean up, and get hot chow.

First Blood

Several days after arriving at the front, the heroes' squad is alerted for action by Capitaine d'Apcher:

"Mes amis, tonight you become real soldiers. We will move across No Man's Land and visit the Boche in their homes. I have read your training reports, and have full confidence in your ability to carry out this simple mission. We will raid the German trenches and hopefully bag a prisoner or important documents. Be prepared at midnight."

The heroes have a few hours before they set off with Capitaine d'Apcher, who wants the soldiers to use only melee weapons to avoid drawing attention to their attack. Once they go over the top, each soldier should make three Stealth rolls. Those who fail draw the attention of a German machine-gun nest, subjecting them to a burst of Heavy Fire.

Unfortunately, someone on the other side had the same bright idea, and halfway across No Man's Land the heroes encounter a Boche raiding party heading toward American lines. The Americans should make an opposed Notice roll versus the Germans' Stealth. If they win, they spot the Boche and can begin the combat normally, otherwise the Germans ambush the American patrol. Capitaine d'Apcher once again reminds the troops to use melee weapons only, and the fight is joined. If anyone uses firearms, the area is treated to Heavy Fire that affects all combatants. It is overcast with little moonlight, so illumination levels are Dark.



Hellfighters head for France

RACISM

The tale of the Hellfighters is also a tale of racism, the ignorant individuals who embraced or allowed it, and brave men and women of many colors who fought against it. It's an integral part of this tale and of course the real heroes, the men of the Harlem Hellfighters' themselves. Shying away from that issue would not serve the story or their valiant record.

This is a highly sensitive issue, however, and players should have a frank conversation with the War Master before starting this campaign about what kinds of language and actions are acceptable. While games can be an excellent and immersive tool to explore deep and tragic issues like racism, this is still a social activity that should be as enjoyable as it is thought-provoking.

So speak frankly about boundaries, dive into a heroic but flawed episode in world history, and be especially sensitive to those friends of yours who may still wrestle with the ignorance and fear of racism.

- **German Infantry (equal to heroes' squad):** Use German Infantryman from *Weird War One Player's Handbook*. They are armed with various melee weapons (Str+d4) and slung Gewehr 98 rifles (Range 24/48/96, Damage 2d8, RoF 1, AP 2).

Aftermath

After the fight, Capitaine d'Apcher orders the Germans searched for documents. A successful Notice roll nets one piece of intel, with a raise finding a map of German defenses that was supposed to be left back in the command post. Any wounded Boche are treated and brought back to the Allied lines for interrogation.

Once back in friendly lines, a French advisor praises the men for their skill and courage. If they retrieved any intelligence or prisoners, he returns the next day with several bottles of wine and champagne for the heroes.

The Daily Grind

The soldiers of the 369th continue to gain experience fighting along the Ardennes and neighboring Champagne sectors. As shown on the **Suggested Sequence of Events**, this is represented by 2–4 randomly generated missions. Each mission should be separated by 10–14 days, and Capitaine d'Apcher accompanies the heroes on many of their missions as a military liaison and advisor. He acts as a source of

information on the conditions and dangers of the front, and can pass on any information the War Master desires.

The men get time to rotate to the rear for a few days every two weeks or so until July 12, 1918. Remember, though, there is nowhere that is safe from the strangeness of the *Weird Wars*, and even in the rear the troops may encounter things awoken by the bloodshed and terror of four years of carnage and violence.

At the end of this time, the regiment shifts sectors in preparation for the Second Battle of the Marne. Allied intelligence has pinpointed the next big German attack, which kicks off July 15, 1918 as the 369th moves to the threatened area. Reinforcements are added to bring the heroes' squad up to strength, although no officers are available to replace any losses in that category.

This Unhallowed Ground

Shortly after the heroes' unit arrives in its new sector, the French Army counterattacks the Germans to destroy what little gains the Kaiser's troops made in the opening stages of the Second Battle of the Marne.

As the 369th prepares for its part of the great counterattack, Capitaine d'Apcher arrives early in the morning at the squad's dugout with a steaming mug of his disgusting smelling herbal tea and a French civilian in tow. He introduces the man to the heroes as Monsieur Berthet.

"Mes amis, Monsieur Berthet was the Mayor of the town whose ruins you can just make out on the horizon. He has asked the command that we send a party to the remains of the town's church to retrieve some holy artifacts left behind when the fighting swept over this area. With your Captain's permission, tonight we will venture forth to save these relics before the tide of battle has a chance to destroy them. I have arranged for a bombardment to strike the Boche lines at midnight to distract them from our nocturnal activities, so we must reach the church by then."

It takes the patrol four sprints (see *Heavy Fire* in the *Weird War One Player's Guide*) to reach the ruins of the church. Once they reach the crumbling building, an artillery barrage begins to land on the German lines, allowing the squad to use hooded lanterns or flashlights to begin their search.

Each soldier should make a Notice roll. Those who succeed find a few smashed religious items in the altar area. A soldier getting a raise finds a trapdoor behind the altar — just before it and other hidden holes burst open and a flood of murderous tunnel brood pour out to attack the squad.

Once the lurkers are dealt with, the heroes can head down into the catacombs beneath the church. It quickly becomes evident that the tunnel brood originally were the townsfolk of this village, who sought refuge

from the war underground and slowly, horrifically transformed in their new home.

Another half hour of searching and a successful Notice roll finds no artifacts. The mayor was simply arranging for a "grocery delivery" for his warped constituents.

- **Tunnel Brood (3 per Hero):** Use Tunnel Brood from *Weird War One War Master's Handbook*. They are armed with clubs (Str+d4), axes (Str+d6), and trench knives (Str+d4+1).

Reminder of Home

One day while the squad is resting in the forward trenches with Capitaine d'Apcher during a quiet spell, they are approached by a group of public affairs officers from AEF headquarters. Among this group is a well-known Southern newspaper reporter, Saxton Bigby. The officer in charge of the group, Major Arnold Whitman, introduces the heroes and recounts some of their exploits. Bigby then interviews the soldiers.

It's obvious from some of his racially charged questions and remarks that he doesn't think much of black soldiers serving on the front lines.

At the end of the interview, Bigby suggests to the public affairs officer that he be allowed to accompany the squad on a trench raid. The squad leader is ordered to make it happen that night.

- **Saxton Bigby:** Use Reporter from *Weird War One Player's Handbook*. He is armed with a pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 1).

A Dark and Stormy Night

That night a heavy downpour blankets the battlefield, with lightning occasionally providing quick flashes of illumination. The patrol moves out with the reporter, Saxton Bigby, in tow. Each soldier should make three Stealth rolls at +2 due to the storm. Failure results in a Heavy Fire roll.

The patrol soon reaches a huge crater ten yards in diameter and three yards deep, into which they slither for a breather. Unfortunately, the hole is home to several plasmoids, who attack the moment the patrol enters the muck of their lair. Due to the rain and slippery nature of the muddy crater, getting out while in combat requires a Agility roll at -2.

- **Plasmoid (5):** Use the Plasmoid from *Weird War One War Master's Handbook*.

If Bigby survives the encounter he begs the squad leader to call off the mission and return to the Allied lines. If Capitaine d'Apcher is with the patrol, he makes the call and the heroes return to their trenches.

The next day, Bigby, with a new found respect for the soldiers of the 369th, writes a glowing article on the bravery of the "Men of Bronze."

Crying Wolf

The heroes' squad comes under a particularly heavy German barrage (see Barrages in the *Weird War One Players Guide*). It consists of heavy artillery, but since the heroes are in French trenches, a base die of d6 is rolled to determine any casualties.



Weird War I: Hellfighters

Once the smoke clears, a German counterattack sweeps across No Man's Land, consisting of a wave of 30 German infantry charging across No Man's Land toward this section of trench. Unfortunately for the heroes' squad, the machine-gun nest covering their sector received a direct hit, so it's up to them to stop this attack.

- **German Infantry (30):** Use German Infantryman from *Weird War One Player's Handbook*. They are armed with Gewehr 98 rifles (Range 24/48/96, Damage 2d8, RoF 1, AP 2) and 2 hand grenades each (Range 5/10/20, Damage 3d6, MBT).

The Kaiser's troops charge out of the smoke and dust 60 yards away, but the broken terrain counts as Difficult Ground and slows their movement by half. When they get within 40 yards, three stop to lob grenades at the Americans. At 20 yards, they stop for a round to struggle through the barbed wire emplacements in front of the heroes' trenches.



Bad Moon Rising

Once the German attack is dealt with the troops can take stock of their situation. Their trenches are heavily damaged, with their command dugout taking a direct hit. Capitaine d'Apcher is unhurt, but all of his personal possessions were destroyed. When one of the troops jokes that they don't have to smell his nasty tea in the mornings, the French officer flies into an uncharacteristic rage. If questioned later, he apologizes and explains that he lost some mementos of great personal value to him among his destroyed possessions.

Several nights later, any Hellfighters on guard duty are startled to wakefulness by a bone chilling howl that reverberates across the battlefield, seemingly amplified by the full moon hanging overhead. If anyone asks what might make such a sound, Capitaine d'Apcher is not in the squad's area, but one of the troops might remember him heading to the rear for a meeting earlier in the evening.

The next day, any hero with Streetwise hears tales of men found torn to pieces. A raise on a Streetwise roll gets a name to go along with this: "The Hound of Mons."

That night it's the player characters' turn to face the horrors of the battlefield. Around midnight the soldiers hear screams and animalistic roars coming from a neighboring section of trench. If they move toward the sound of combat, they find a squad of men under attack by a monstrous, wolf-like creature! Several soldiers are already torn into bloody shreds.

If the characters don't respond to the distress, the beast finishes its bloody business then bounds into *their* trench to continue its rampage.

The creature is, of course, Capitaine d'Apcher, who is one of the terrifying "Beasts" of Gévaudan. The creature attacks until Incapacitated, at which time it regresses back into a seemingly dead Capitaine d'Apcher! How the heroes deal with this is up to them, but shortly after his death is reported, a team of French troops arrives to take his body away.

The neighboring squad was decimated by the Beast, but one of the men, Henry Roberts, is seriously wounded and can be stabilized with a Healing roll. Roberts is a popular man in the company, an excellent musician who all the heroes know and like from back in Harlem. Once stabilized, he's sent to a hospital in the rear for further treatment of his serious wounds.

✘ **Capitaine d'Apcher (Lesser Beast of Gévaudan):**
See page 11.

Men in Black

A few days after the creature's attack, the squad is visited by several American men dressed in dark civilian suits and black overcoats. They flash badges and identify themselves as agents of the U.S. Alien Enemy Bureau. The government men interrogate the heroes about what they experienced during the battle with the beast. The agents then warn the soldiers in no uncertain terms to keep wild tales of monstrous creatures or other weirdness to themselves. Troops who protest or ask questions are warned that their families back home might find themselves the subject of an investigation into socialist leanings or other seditious activities in and around Harlem. The soldiers would be wise to keep their mouths shut, they warn.

The day after the AEB agents visit the front, a French officer interviews the heroes as well. He identifies himself as Colonel Lebouc of the *Bureau des Phénomènes Mystérieux Non Expliqués*, passes around chocolate, tobacco and wine, and asks the men about their experiences at the front, steering conversation toward any strange or unusual experiences. If the troops seem reluctant to talk about the strangeness of the war, especially after the threats of the AEB, he appeals to their common humanity and the good that can be accomplished by those willing to fight the darkness. All he asks at this time is that he be kept informed if they happen to encounter any weirdness on the battlefield. If they agree, the next day a wicker basket of carrier pigeons is dropped off in the heroes' trenches with instructions to release one with a message wrapped around its ankle if they have any strange encounters. The pigeons will come directly to him, he assures.

Bad Blood

Roughly a month passes after the death of Capitaine d'Apcher, while the Second Battle of the Marne rages on. Use the **Suggested Sequence of Events** to tell the tale of the huge Allied counterattack following the failure of the German "Peace Offensive." Feel free to add in any adventures of your own as well.

One day the company is cheered to see Henry Roberts return to the front from the hospital. The day is fortunately quiet, and everyone in the platoon gathers around, eager to hear Roberts' tales of the soft sheets, hot food, and pretty nurses in the huge hospitals well to the rear of the combat zone.

That night Privates Roberts and Frank Washington are sent to an observation post (OP) 60 yards in front of the trenches. A cloud covered full moon fitfully illuminates the battlefield. The player characters awake around 3 a.m. by screams, pistol shots and explosions in the vicinity of the OP — obviously a

German trench raid seeking to take prisoners. Since the regiment prides itself on never having had a man taken captive, the platoon leader shouts for the characters' squad to go to the relief of Roberts and Washington.

When the troops arrive at the OP, they find several dead Germans, as well as Washington. All look as if grenade blasts shredded them, and the amount of gore causes everyone viewing it to make a Fear test at -2. It appears Roberts was carried off by the raiders as his body is nowhere to be seen. Two Lebel rifles can be found in the position, along with several German pistols, a Mauser, and melee weapons of German manufacture.

The Honor of the Regiment

Heroes who set off after the raiding party must make three sprints across No Man's Land to reach the German trenches, as the sounds of combat have awoken gunners on both sides. Along the way, a successful Notice roll at -2 reveals freshly bloodied bandaging materials, blood trails, and discarded German equipment, indicating some of the Germans were wounded in the fight with Roberts and Washington. A raise on the Notice roll finds large dog-like paw prints, perhaps from a war dog accompanying the raiders.

After their third sprint, the heroes hear explosions, gunfire, and screams from the German trenches a few yards ahead. More worryingly, the eastern horizon is beginning to lighten with the onset of dawn.

When the Hellfighters reach the German trenches they find two more Germans, mangled as if a shell or grenade landed on them. If the squad searches the trenches, they find a naked Private Roberts curled up in a dugout, just as a squad of Germans rounds a zigzag in the lines and attacks. The Kaiser's troops retreat if they suffer 50% casualties, but another squad attacks from the opposite side six rounds after the first squad is defeated.

- **German Infantry (8):** Use German Infantryman from *Weird War One Player's Handbook*. They are armed with Gewehr 98 rifles (Range 24/48/96, Damage 2d8, RoF 1, AP 2).

Once the initial wave of Germans is defeated the heroes have an opportunity to check out Roberts. He's covered in blood and seems concussed, but a quick Healing roll determines that other than a few superficial cuts and bruises, he is miraculously unscathed.

Whistles and shouts in German can be heard in the nearby trenches moments later. It's obvious to even the densest doughboy that more Germans are on their way. The run back to friendly lines in the early morning light takes four sprints.

Weird War I: Hellfighters

Walk on the Wild Side

Private Roberts regains full consciousness when he reaches the 369th's lines. If questioned about the events of the previous night, he remembers German grenades flying into the OP, then nothing afterwards. Captain Hawthorne, the company commander, accompanied by First Sergeant DuBois, arrives shortly after the squad's return, and congratulates the men on their daring rescue.

"Boys, that was damn fine work you did last night. The old 15th New York hasn't lost a man yet to those Germans, and you did the regiment proud rescuing Private Roberts from their clutches. I'll see to it you're rewarded for your heroic deeds. I also looked over the OP, and it appears Roberts handled himself pretty damn well, taking out a slew of the enemy before being overwhelmed. Now get cleaned up and get ready. You know how those Boche are — they'll be readying a counterattack now that we bloodied their noses."

First Sergeant DuBois assigns Roberts to the heroes' squad for the time being, and has the Quartermaster bring him a new uniform, rifle and equipment.

That night, as the squad stands to awaiting the expected German counterattack, a Notice roll reveals Private Roberts in distress. He's shaking, groaning in pain, and any light reveals sweat beading his forehead.

Veterans of the front might recognize the early signs of shell shock, until Roberts' bones crack, limbs extend, and face elongates into a horrific muzzle. Soldiers gathered around him must make Fear tests as he transforms into a lesser Beast of Gévaudan, tearing out of his uniform and attacking his platoon mates!

Roberts fights until Incapacitated, at which point he transforms back into human form. The heroes now face a decision. If they tell the truth about Roberts' transformation see **You Can't Handle the Truth**, below. If the Hellfighters heed the AEB agents' warning and concoct a story about a more mundane form of death, go to **You're in the (French) Army Now**.

✘ **Henry Roberts (Lesser Beast of Gévaudan):** See page 11.

You Can't Handle the Truth

If the soldiers tell command the truth about what happened with Private Roberts, they are pulled off the front lines and sent to the regimental area in the rear. Five agents of the AEB arrive early the next day in the company of the regimental provost marshal. The squad is disarmed and told to accompany the men in black to a nearby woods.

Once they arrive at a secluded area, the agents pull pistols on the heroes and say the following:

"You dumb, thick-skulled fools. We told you what would happen if you spread wild tales around like this."

"Are you trying to wreck the whole war effort? Lucky thing for us is no one will ask questions when a bunch of you go AWOL."

Before anyone can do anything, several French troops led by Colonel Lebouc step out from the underbrush, weapons drawn. The AEB men are disarmed and led away, and the Colonel congratulates the Americans on a job well done, telling them the following:

"Such a terrible tragedy that those poor men were lost in the woods. Can't be too careful these days. What those agents really wanted to tell you was that you are being detached for a special mission to the Vosges Mountains. We'll talk about it later. For now, we'd best go. It's dangerous here, don't you know?"

The characters quickly return to camp in the company of Colonel Lebouc and gather their possessions before loading on a truck and heading to a nearby rail station.

You're in the (French) Army Now

Nothing moves quicker than rumors in the military, no matter the nationality or time period. Although the heroes keep quiet about Robert's transformation into some sort of wolf-like creature, word of the weirdness reaches Colonel Lebouc within four days. Of course, if the squad sent a message to him via carrier pigeon, he shows up within two days. When he arrives he greets the heroes effusively. Read the following:

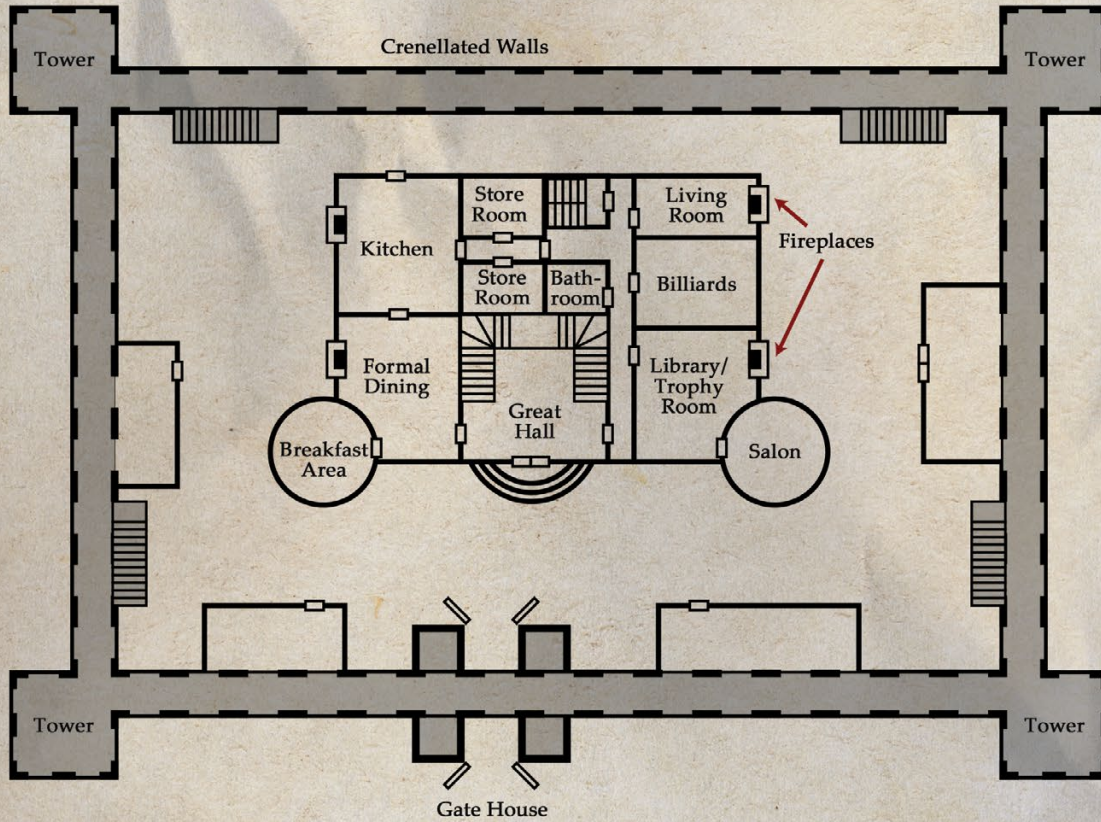
"My friends, I am so happy you survived this horrid encounter. I have requested you be seconded to the French Army on a special mission. As those who knew him the best in his last months on earth, I have requested you accompany me to Capitaine d'Apcher's ancestral home in the Vosges Mountains to inform his family of his untimely death. All the paperwork is in order, and we leave tonight."

Chateau de Loup

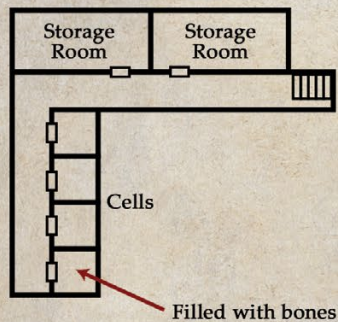
Whichever way they get there, the Hellfighters find themselves on a southbound train heading into the Vosges Mountains. During the two-day train ride, Colonel Lebouc briefly outlines the history and purpose of the Twilight Legion and welcomes the troops into its ranks. He passes out new identity disks with the half-set sun symbol engraved on the reverse. He also fills them in on the legend of the Beast of Gévaudan (see sidebar), and afterwards hands out five silver bullets to each soldier.

"The BPMNE discovered that Capitaine d'Apcher's ancestors were credited with the destruction of this creature. Unfortunately, something obviously caused him to transform into what appears to fit the description of this mythical creature. The incident with Private Roberts' makes us fear that this condition is contagious. Who knows if Roberts passed it on to any

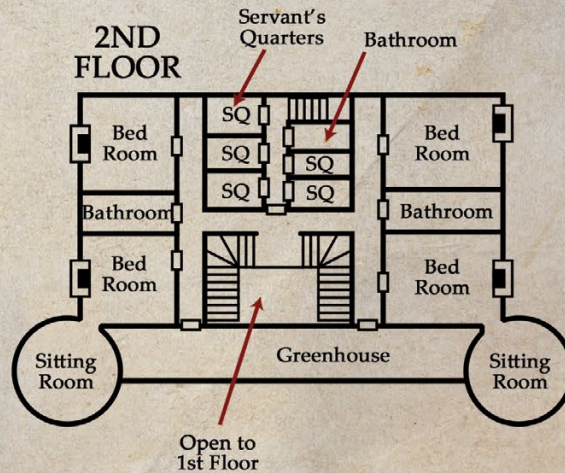
Chateau D'Apcher



BASEMENT



2ND FLOOR



THE BEAST OF GEVAUDAN

Beginning in 1764, the people of the French province of Gévaudan suffered a series of attacks by a wolf-like creature. Over the course of three years, over 200 people were reported killed and partially eaten, most of them attacked while they worked or traveled alone. Despite large bounties and renowned wolf hunters sent from the King, the attacks continued.

Several trackers thought they bagged the beast when they killed extraordinarily large wolves, only to have the attacks continue days or weeks later. Finally, in July 1767, a hunting party led by the Marquis d'Apcher killed a large, wolf-like creature with a silver bullet blessed by the local bishop. With this creature's death, the attacks finally came to an end.

Germans or other Allied troops during his rampage? Maybe we can find out some clue in the d'Apcher family chateau. From what we can gather, his family moved here from the province of Gévaudan in the 1780s, just before the evolution."

The trip requires the squad to transfer to French army trucks for the final 50 miles of their journey. There they wind their way up primitive roads into the wilds of the Vosges Mountains. Soon they arrive at a remote farming village surrounded by thickly forested ridges and overlooked by a brooding castle.

The Village

The village consists of a number of buildings that double as homes and livestock barns, a bakery, a butcher, a small café, and a small general store that carries various necessities.

Troops looking for information can ask around the village, but none of the locals speak English. Streetwise or Persuasion checks (at -2 for English-only speakers and -2 because the men are such stark outsiders) reveals the following rumors:

- The last heir to the d'Apcher family, Jacques, is in the French army fighting the hated Boche. There is a grandfather living in the chateau, but no one has seen him in ages.
- The family's majordomo, Pierre, is the only long-term servant in the castle, and it is he who comes into the village to order supplies and foodstuffs. It seems no servants stay there long since they've had a succession of cooks and chambermaids employed at the castle. With a raise, the heroes also discover the d'Apchers don't hire locals as servants.

- The family has always liked to hunt. In fact, in the last couple of years they must have quite a kennel of hunting dogs up there, for on nights of the full moon howls ring out across the valley like a chorus of the damned.

Lineage of the Wolf

When the troops have explored the village, they are free to check out the chateau.

The castle consists of a crumbling exterior wall topped by crenelations and pierced by a gatehouse whose gates are open. As the squad passes through the gatehouse read the following:

The gates stand open but are well maintained. Marks in the dirt show they are opened and closed frequently, with a heavy bar and brackets to lock them tight. The sharpened teeth of a portcullis gleam in the shadows of the roof of the entry tunnel.

Inside are various buildings lining the crenelated wall, such as stables, storage sheds, etc. Several staircases go up to walkways from which ancient archers could hold off attackers.

In the center of the compound is a two story manor house. On the second floor the glass of an arboretum shines in the sunlight, and a riot of foliage and plants are visible within the humidity-fogged windows. The courtyard is silent, and no sign of life can be seen. Huge bronze knockers in the shape of snarling wolves glare out from the double doors to the manor house.

Knocking at the door brings the elderly majordomo, who fetches the master of the house if requested. Read the following when he arrives:

Striding from the shadows of the great hall is a well-muscled figure with long, lustrous hair flowing down past his shoulders. He wears a silk robe with fur slippers on his feet. He looks at each of you keenly, his piercing yellowish eyes seeming to bore right into you.

"May I present the Marquis d'Apcher?" wheezes the ancient majordomo in French.

"What are you doing here?" asks the Marquis in accented English.

He invites the squad into the dining room, and offers them drinks as allies of France. If the heroes (or Colonel Lebouc) question the Marquis about the Beast of Gévaudan, he stares off into space, then tells the tale of the Beast (see sidebar).

If accused of being the Beast, or told of the death of Capitaine d'Apcher, he flies into a rage, cursing the soldiers and the war. Suddenly he stops, gasping for breath and clutching his chest. Before the heroes' eyes, the Marquis transforms into the Beast of Gévaudan. Sharp-eyed troops who pass a Notice roll see a belt made from a hairy pelt encircling the Marquis' waist just before he turns into the creature and attacks. Pierre

flees into an adjoining room, returning in two rounds with an ancient pistol which he uses to attack the intruders. They both fight to the death.

✠ **Marquis d'Apcher, the Beast of Gévaudan:** See page 12.

- **Pierre the Majordomo:** Use Cultists from *Weird War One War Master's Handbook*, armed with a revolver (Range 12/24/48, Damage 2d6, RoF 1, AP 1). He fights to the death in the defense of his master.

Who's Afraid of the Big, Bad Wolf?

If the heroes manage to kill the Marquis d'Apcher, he transforms into a normal man. His body rapidly ages, crumbling to dust within minutes, but leaving behind the fur belt, closed with a buckle in the shape of a snarling wolf-like creature's head. Colonel Lebouc, if still alive, takes charge of the belt, and places it in a satchel.

If the heroes search the chateau they find room after room of dust-cloth shrouded furniture. The arboretum on the second floor contains a variety of exotic plants as well as an area for the preparation and compounding of botanical and herbal powders. A successful Notice roll finds a mixture that smells like the tea Capitaine d'Apcher drank each morning.

Troops who search the basement find several cells secured by heavy iron doors. The inside walls of the rooms are scored with deep gouges, possibly made by some sort of claws. One room contains a jumble of human bones which appear to have been gnawed on by a large carnivore.

Aftermath

With the death of the Marquis d'Apcher, any troops who were infected by his progeny are cured, and no longer turn into beasts when the light of the full moon shines upon them.

The BPMNE takes possession of the Beast's belt where it disappears into their secret archives. A week after the defeat of the marquis, the French government takes possession of the chateau as a forward headquarters to direct the fighting to the east in the Vosges, although for a headquarters few troops are seen moving about the area.

During the trip back to their unit the heroes are fully inducted into the Twilight Legion and returned to the front just in time to participate in the Meuse-Argonne Offensive. Their experiences with the war's weirdness prepare them for the madness encountered during the regiment's drive in that series of battles.

Characters and Creatures

✠ Capitaine Jacques d'Apcher

Capitaine d'Apcher is the only remaining son of an ancient noble family whose ancestral home is in the Vosges Mountains. Cursed by the pelt that the original Marquis d'Apcher wears, each member of his bloodline is fated to turn into a lesser version of the Beast of Gévaudan during the nights of the full moon.

Fortunately for the Capitaine, his transformation is kept in check through the ingestion of a mix of esoteric and exotic herbs each day. If the consumption of this mix is interrupted, however, the beast breaks free and wreaks havoc on those around him regardless of past association.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Knowledge (Battle) d8, Notice d8, Persuasion d8, Riding d4, Shooting d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Tough:** 5; **Sanity:** 7

Hindrances: Code of Honor, Loyal

Edges: Academy Graduate, Arcane Exposure, Command, Command Presence, Rank (Officer)

Gear: Uniform, canteen, steel helmet (+1), Ruby pistol (Range 12/24/48, Damage 2d6-1) with 36 rounds, gas mask.

Lesser Beast of Gévaudan

Deprived of the herbal mixture that keeps his curse in check, Capitaine d'Apcher turns into this creature on the nights of the full moon. Those who suffer a wound from the horror and survive are thereafter cursed as well.

Beasts are huge wolf/bear hybrids who kill and devour any living thing they find.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d10



Weird War I: Hellfighters

Skills: Fighting d8, Intimidation d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Claws:** Str+d8.
- **Fear:** Beasts are fearful to behold.
- **Fearless:** Immune to Fear and Intimidation.
- **Fleet-footed:** Lesser Beasts roll a d8 when running instead of a d6.
- **Hardy:** If Shaken, further Shaken results have no effect.
- **Infection:** Anyone who takes a wound from a beast has a 50% chance of turning into one himself at the next full moon. This infection is cured if the Marquis d'Apcher is killed.
- **Invulnerability:** Normal weapons do half damage.
- **Weakness (Silver):** Silver weapons do normal damage.

✠ Marquis Jean-Joseph d'Apcher (Human Form)

Jean-Joseph d'Apcher was a French nobleman born in 1748. In the mid-1760s his family estates suffered the ravages of a supernatural beast that came to be known as the Beast of Gévaudan. The creature was reported killed in 1769. Unfortunately, during the hunt the Marquis d'Apcher was severely wounded by the monster and, by his own actions, contracted its terrible curse.

Historical texts do not record the exact circumstances of the last hunt, but the beast ambushed the Marquis' hunting party as they traveled through dense woods. In the confusion of plunging horses, yelping hunting dogs and screaming men, the creature killed several hunters and mauled the nobleman before a silver bullet crashed through its skull.

Believing that its unnatural vitality would be imparted to him, the Marquis ordered that the creature be skinned and its pelt made into a belt. When he placed it around his waist, an unnatural vigor coursed through his limbs, healing his wounds. Unfortunately for him, the price of this enhanced vigor was for him to become the Beast, as well as all of his bloodline.

The Marquis considered this a small price to pay, however, for the longevity and vitality it gave him. The d'Apcher family rose to prominence, relocating to the remote Vosges Mountains. Members of the family eventually found a partial remedy in the jungles of Indochina. Various hitherto unknown plants provided the ingredients for an herbal mixture that prevented the monthly transformation, although not the inheritance of the curse.

This mixture did not hold the Marquis' Beast in check, however. When the light of the full moon shone, he consigned himself to the dungeons of the chateau where he would feast on livestock placed there for his bestial hunger.

With the departure of his last living descendant, Jacques, for the war and the increase in negative energy generated by the fighting in the mountains just to the east, a change came over the Marquis. He instructed his faithful majordomo to obtain young servant girls from across France. By the light of the full moon he fed on the poor women, with their remains



dumped in the chateau's catacombs. If anyone inquired, the girls became disillusioned with life in the remote chateau and left to find work in the war industries.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d10

Skills: Fighting d8, Knowledge (French History) d8, Notice d8, Persuasion d8, Riding d8, Shooting d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Tough:** 7; **Sanity:** 4

Hindrances: All Thumbs, Bloodthirsty

Edges: Dodge, No Mercy

Gear: Fine clothes.

The Beast of Gevaudan

The Beast resembles a horrid cross between a bear and a huge wolf, with a thick ruff of fur around its neck extending down to its shoulders. It lopez along on all fours, but can rear up on its hind legs to attack multiple foes with its razor sharp claws.

Appearing during the nights of the full moon or when the Marquis is unduly stressed, the monster exists only to hunt and kill humans. Livestock sates its appetite if people are unavailable. Those looking closely at this creature (Notice -4) notice what appears to be a belt made of fur around its waist.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+2, Vigor d12+2

Skills: Fighting d10, Intimidation d8, Notice d8, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 9

Special Abilities:

- **Claws:** Str+d8.
- **Fear (-2):** Anyone seeing this creature must make a Fear test at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** If Shaken, further Shaken results have no effect.
- **Howl:** As an action, the Beast can release a terrifying howl. Anyone within 20 yards (10") must make a Fear test at -4 or be Shaken.
- **Improved Sweep:** The Beast can attack all adjacent targets with one Fighting roll.
- **Infection:** Anyone who takes a wound from the Beast and survives turns into a Lesser Beast at the next full moon. This infection is cured if the Marquis d'Apcher is killed.
- **Invulnerability:** Immune to all non-magical attacks. The Beast takes half damage from silver weapons.
- **Weakness (Beast Belt):** The Marquis' curse originates from the belt he wears made of the pelt of the original Beast. If it is removed (successful Fighting roll at -4, with a successful opposed Strength check) the creature becomes vulnerable to all weapons.

NEW EDGE HELLFIGHTER

Requirements: Novice, Harlem Hellfighter

The hard upbringing of most of the Harlem Hellfighters gave them fortitude for war that shocked their contemporaries.

Those who have this Edge can ignore one point of penalties from Fatigue.

Hellfighter

The Hellfighters proved themselves in combat on multiple occasions. Their eagerness to disprove racist naysayers made them fierce opponents.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6, Survival d4, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges & Hindrances: Hellfighter

Gear: Uniform, canteen, steel helmet (+1), Springfield rifle, 2x Mk1 grenades, spade, gas mask.

- **Seasoned:** Spirit d8, Strength d8, Fighting d8, Throwing d8, Brave, Dig In!
- **Veteran:** Stealth d8, Survival d6, Band of Brothers, No Mercy

Knights With No Armor

"In such manner they kept Lancelot four-and-twenty days and all so many nights, that ever he lay still as a dead man; and at the twenty-fifth day befell him after midday that he opened his eyes."

-Sir Thomas Malory, *Le Morte d'Arthur*

"Knights With No Armor" is a Savage Tale for *Deadlands: The Weird West*, designed for buckaroos who've traveled its twisted trails long enough to achieve at least Veteran Rank. The story nominally begins in southern Cochise County, Arizona Territory, but the Marshal can transplant it to any spot on the Mexican border without too much fuss. It's a one-two punch of a story: What starts out as a simple rescue soon turns into a peek into the machinations of one of the Weird West's most wicked and corrupt villains.

LOST IN MEXICO

Back in 1762, Pope Clement XIII sent a Jesuit agent of the Order of St. George on a mission to the New World. The Jesuit's destination was a desert church near some copper mines, where he was to hide a precious relic. He did his job well, dying of fever mere hours after his arrival...and before he could reveal what the relic was.

And so the priests entombed the holy item – a clay cup – with its owner in the deepest depths of church's catacombs. In less than a decade, drought and famine forced the few surviving padres to abandon the site. The tomb and the relic were forgotten for close to a hundred years.

In late 1868, folks returned to the area and reopened the mines, which were now studded with ghost rock as well as copper. By the mid-1870s, the town of Cananea had sprung up around the old Jesuit church. A new priest, Padre Travieso, moved in and fixed the place up. Soon he heard it: a clarion call from below...the lost relic calling to him.

But others heard the cry too, as wolves hear prey wailing in the dark. An evil wanderer of the deserts and servant of the Reckoners heard it clearly, and he arrowed toward the source. Far away in the wilds of North America, an albino sorcerer called the Cackler sensed the relic's call as well. After consulting with his mother, the old wizard dispatched his most trusted servant – a gunslinger named Lance – to

retrieve something he'd sought for a long time: the Holy Grail!

If you're not familiar with the Cackler, Marshal, look for the graphic novel named after him at www.peginc.com. He's got a big role to play in *Deadlands*!

The Story So Far

So much for ancient history. Just now a feud along the Mexican border is about to boil over. In the cowtown of Stock Yard, Arizona, you've got Bartholomew P. Fountain, a cattle baron with a chip on his shoulder. His chief rival is — heck, rival's too nice a word; let's go ahead and call him Fountain's arch-nemesis — Major Luc De Moivre of the French Foreign Legion. De Moivre's the big bug at a Mexican fort overlooking the town of Cananea, for which it is named. His Legionnaires have been getting into scrapes with Fountain's cowboys for years.

Lately relations have taken a turn for the worse. Faced with sabotage by rebels, supply shortages, and his troops' imminent starvation, Major De Moivre dispatched his Legionnaires on a series of raids across the Mexican border. During the most recent run, they rustled some of Mr. Fountain's cattle and kidnapped a special lady friend of his. Bart Fountain is hot for revenge.

The scene at Cananea, however, is more dire than Mr. Fountain can imagine. One of the Reckoners' most diabolical servants, El Diablo Rojo, set up shop at the Legion's Cananea border outpost a week ago. The villain made Major De Moivre his pawn, and he uses the Legionnaires to scour the nearby town for that ancient, priceless relic we mentioned earlier. Unbeknownst to El Diablo Rojo, yet another interested party is on his way to Cananea in search of the very same item: a gunslinger who answers to the name Lance.

Now your posse's about to get mixed up in this complicated affair. Although they start out trying to rescue Fountain's abducted lady, they discover implications that go much deeper than a simple kidnapping.

The Setup

If the broadsheets he's posted all over Cochise County are any indication, Arizona cattle baron Bartholomew P. Fountain is keen to hire some guns. Any man who offers \$500 per shootist to have his property returned isn't playing games. Cowpokes can answer the call at any Fountain Cattle Co. outlet. The clerk directs the group to Fountain's ranch and telegraphs ahead to announce their arrival.

The heroes need reach Stock Yard (Fear Level 3) in the extreme south of Cochise County, Arizona Territory, by horse, stagecoach, or Bayou Vermilion train. Fountain's ranch house is a rambling, two-story affair at the north end of town, its neatly irrigated and manicured lawns ringed by a whitewashed fence. A wooden arch over the front gate says **BIG FOUNTAIN RANCH**.

When the posse rides up to the covered front porch, they find one horse — a blood bay bearing a saddle of finely worked but battered leather, with a bedroll and fully stocked saddlebags — already hitched to the rail. They also meet about a half-dozen ranch hands loitering out front; they stare at the heroes with open hostility. The ringleader is Blind Pete Trimmel, a rangy fellow with squinty eyes. He says,

"Well, lookee what we got here, fellas. More hired guns! Just what we needed. If you ask me, Boss Fountain should've stayed closer to home when he went lookin' for help. I reckon we could handle the job just as good — if not better — than you mail-order cowboys. I'll bet Boss Fountain paid for you with an Arbuckle's coffee coupon."

Blind Pete (so named for his nearsightedness and habit of squinting at folks) complains loudly and lays into the saddletramps with sullen yet nasty insults. He calls them "phildoodles" and "shorthorns," and accuses them of "advertising a leather shop."

Pete uses his Taunt skill to try to goad the cowpokes into a fistfight, but he doesn't start one and he doesn't slap leather. If the players don't take the bait, they're free to hitch up and mosey inside.

- **Blind Pete Harbaugh:** Use the Ranch Hand profile on page 28, but add Taunt d8 and the Bad Eyes Hindrance.
- **Ranch Hands (6):** See page 28.

Fountain's Request

An older Mexican woman in a black dress meets the posse in the front hall, and escorts them into Mr. Fountain's study: a smoky room with stucco walls and a few bookshelves flanking a fireplace. In a leather chair a gray-eyed man sits puffing a cigarillo, his face expressionless. Fountain rises from a chair near the fireplace and says,

"Ah, good! They telegraphed that you'd be coming. Very good. Help yourself to a drink, there's whiskey on the sideboard. I'm Bartholomew P. Fountain. Now let's get down to business, shall we?"

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"It's that French Foreign Legion, specifically a low-down son of a bitch named Major De Moivre. Last week he sent a squad of his men onto my land. Stole damn near 30 head of my finest Texas longhorns. They also helped themselves to a young lady in my employ: Miss Rosella Glaises. Getting back the cattle would be nice, but the young lady's safe return is what I'm paying you for."

"They're holed up in a Legion outpost about 50 miles south of the border, near Cananea. I want Rosella back. I don't care how you manage it."

"Are you in?"

Fountain offers \$500 each in Confederate specie; success on a Persuasion roll drives him to \$750 each, or \$1,000 each with a raise. If he's asked to, Fountain elaborates on the details: He and this Major Luc De Moivre (Fountain pronounces it "Moy-ver") have been in a few scrapes. Fountain speculates that the fort holds a company of Legionnaires—100 officers and enlisted men, give or take—but he also knows the Cananea locals sympathize strongly with the Juaristas. The Legion stole 28 cattle. As for the Creole Rosella Glaises, he says, "She helps protect my herd. And I'm quite fond of her."

If asked about the stranger smoking a cigar in the corner, Fountain introduces him as "Lance." Fountain says the shootists can keep any loot they discover except for one item that's already promised to Lance. Fountain shrugs,

"Some kind of family heirloom. Says he's been hunting it for years. Anyway, Lance here can parlay-voo the language. That'll come in handy for you."

Lance isn't forthcoming on his motivations, nor does he reveal a last name if he's got one. If the heroes press him, he says with a faint French accent,

"It's like Fountain said. All I want is a family heirloom. My boss sent me after it. Don't you worry, I know my way around a pistol. And I'm the loyal sort. I won't let you down."

Lance's expression gives away nothing. Fountain wants the group to get on the trail as soon as possible. If they're in need of mounts the rancher can provide horses as an advance on their pay.

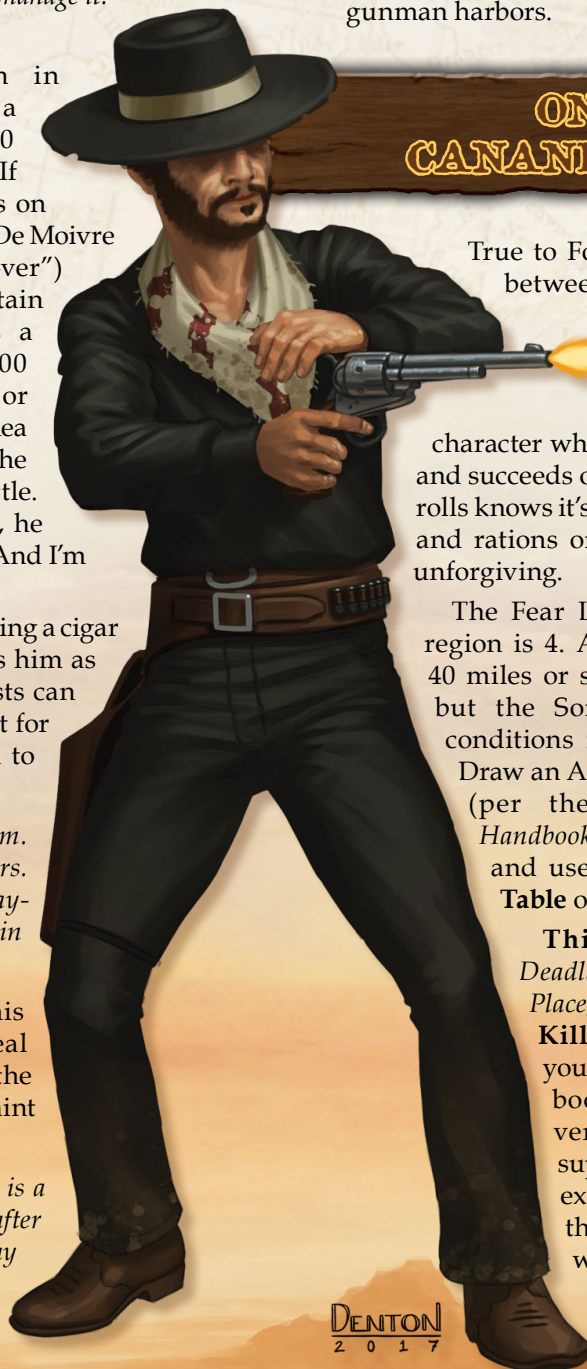
- **Bartholomew P. Fountain:** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*, but add Smarts d10, Knowledge (Ranching) d10, the Greedy (Minor) Hindrance, and the Connections (Bayou Vermilion) and Rich Edges.
- **Lance:** See page 27 for the secrets this gunman harbors.

ON THE CANANEA TRAIL

True to Fountain's words, the trip between Cananea, Mexico and Stock Yard is about 50 miles each way. A character who's familiar with the area and succeeds on a Common Knowledge rolls knows it's wise to bring extra water and rations on this trip; the desert is unforgiving.

The Fear Level hanging over this region is 4. A posse typically travels 40 miles or so per day on horseback, but the Sonoran Desert's rugged conditions reduce that to about 25. Draw an Action Card for encounters (per the *Deadlands Marshal's Handbook*) for each day's travel, and use the **Desert Encounters Table** on page 18.

Thirst: If you're using *Deadlands: Stone and a Hard Place*, apply the effects of the **Killin' Heat Setting Rule**. If you don't have access to that book, here's a shorthand version. Travelers' water supplies deplete at twice the expected rate. If they drink the required four quarts of water per day, each hero still has to make a Vigor roll versus Fatigue. Any character who doesn't



DENTON
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get her four quarts makes a Vigor roll every 12 hours. Subtract -2 from the roll if the hero drinks only two quarts, and subtract -4 if she has less than that. Failure inflicts a level of Fatigue. Survival rolls to find water suffer a -2 penalty.

Naco

Fear Level: 4

Naco is a tiny border town roughly six miles south of Stock Yard. The burg is haloed by thick black smoke from a refinery maintained by copper miners out of Bisbee. It's little more than a clearinghouse for nearby copper and ghost rock mines on either side of the border. Naco sports a few dirty saloons and general stores, and anywhere from 50 to 150 miners at any given time. Tired, elderly Marshal Beauregard Stymes does his best to keep the peace.

Raids conducted by the Cowboy Gang, the French Foreign Legion, and the Juaristas always have Naco's locals on edge, but lately their fear is heightened. Something bad ("*Muy malo*") has been transpiring in the lonely desert southwest of town. No one can say exactly what it is, but travelers who go there don't come back.

- **Marshal Stymes:** Use the Gunman profile in the *Deadlands Marshal's Handbook*, but add Knowledge (Law) d8 and the Elderly Hindrance.
- **Miners:** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*.

Desolation Lands

As the posse travels, describe to your group the lonely trail, smothered by desolate silence. The air is as hot and heavy as a wool blanket. The cowpokes' mouths are so dry they taste like boot leather. The occasional stubborn saguaro clinging to a rocky outcrop is almost the only sign of life...except for the vultures circling high overhead.

From the corner of one's eye, the shadows beneath looming cliffs look like distorted faces. More than anything else, the heroes feel the sense of leaving civilization behind, of entering a savage land where the usual rules don't apply. Sometimes they feel eyes watching them when there's no one around. Lance says nothing unless he's spoken to, and even then he says very little.

Besides the possibility of meeting entities and folks listed on the **Desert Encounters Table** (page 18), each day of the journey includes a scripted

scene. These scenes are intended to subtly raise the characters' apprehensions as they approach the destination.

Apaches' Warning

After midday of the first day's travel (roughly six or seven miles south o' the border), call for Notice rolls from the group. A character with the Woodsman or the Wilderness Man Edge makes the roll at +2. Success means a saddletramp hears hoofbeats from over the ridgeline; the characters have one round to try to hide if they wish.

A warband of Apache rides up to the top of the ridge, looking down on the posse from their horses. A quick scan counts roughly 80-100 riders. Many of them hold bows and arrows, but none carry rifles; success on Common Knowledge confirms they follow the Old Ways. For a tense moment it seems they will charge. Then a medicine man raises a hand in greeting and shouts,

"Ya ta say! You travel a bad road. Those who ride this trail...they are already ghosts. They have become slaves to Lichii Ntoo'e. May the spirits of wind and sky watch over you."

A character who speaks Apache can translate *Lichii Ntoo'e* roughly as "the Red Evil," but the name doesn't mean anything in particular even to those familiar with Indian lore.

The Apache don't hang around to discuss their eerie pronouncements. After the medicine man speaks, they ride off the way they came. Even if the players are so foolish as to open fire on the Indians, the warriors react with anger but they still don't attack. They seem hesitant to approach the posse too closely.

🌀 **Medicine Man:** Use the Indian Shaman profile in the *Deadlands Marshal's Handbook*.

- **Apache Warriors (90):** Use the Indian Brave (Veteran) profile in the *Deadlands Marshal's Handbook*. Each one has a riding horse (see *Savage Worlds*).

Los Mesteñeros

On the morning of the second day's ride, the posse spots a dust cloud up ahead. Soon a group of riders resolves into view. A Common Knowledge roll marks the cowboys as *mesteñeros* or "mustangers." They hunt and capture wild mustangs for sale in Arizona Territory. They look to be bringing a half-dozen of the noble beasts north, roped into a line and trailing them.

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As the mustangers get closer, it's clear they've been through a rough time. More than half of the riders wear bloody bandages on their heads and extremities, and most of the horses bear reasonably fresh wounds. The wild mustangs in particular are nervous and whinnying, eyes rolling in their sockets.

Roll on the **NPC Reaction Table** (in *Savage Worlds*) to gauge the eight mustangers' attitudes. Their leader is Carlos Perez; he speaks only a little English. He warily explains that they're taking the mustangs to the town of Don Luis, Arizona, to sell them. If Perez is asked what happened to him and his riders, he says,

"El Diablo Negro. A monstrous, coal-black stallion that roams this land. It's mouth is like a wolf's, and it feeds on flesh. Any flesh it finds. It fell on us as we camped, just before dawn. We lost four men and six horses."

Perez shudders and crosses himself, and asks what brings the group toward Cananea. If the heroes say anything about fighting the French Foreign Legion or killing this "El Diablo Negro," should they come across it, one of the mustangers speaks up. He's got a bloody bandage on his head, and he looks irate:

"Pardon me, gentlemen and ladies, but my handle's 'Rawhide' Radigan. I don't know 'bout these here fellers, but I'd gladly cede my share o' these mustangs for a chance to get even with that Diablo. The son of a bitch unhorsed me 'fore I could get a shot off. If you let me join your party, I assure you I can hold my own when things get hot."

DESERT ENCOUNTERS

d6	Encounter
1	2d12 giant fire ants (page 26)
2	Desert thing (see the <i>Deadlands Marshal's Handbook</i>)
3	2d8 Legionnaires (page 28)
4	Knifegrass (page 27)
5	1d8 razor roaches (page 28)
6	El Diablo Negro (page 26)

If the players let "Rawhide" join them, have them run the cowboy as an allied Extra. The other mustangers just shrug and ride on toward the border.

- **Mustangers (8):** Use the Ranch Hand profile on page 28.
- **"Rawhide" Radigan:** Use the Ranch Hand profile, but add Shooting d10, the Vengeful (Major) Hindrance, and the Marksman Edge.

CANANEA

Fear Level: 4

Overlooked by the ghostly towers of a pale stone fort on the hill, Cananea is a tiny village of roughly 85 ghost rock miners, craftsmen, and their families. There's a Jesuit church, a general store, a tiny cantina, a livery stable and wainwright, several homes, and a number of tents scattered around the village.

The locals provide safe haven for Juarista soldiers in the area, sheltering them in the church and at General Pesqueira's hacienda. The Juaristas—rebellious adherents to Benito Juárez and his People's Government—control territory in northwest Mexico. Out here, under the gaze of the French Foreign Legion, they must conduct their actions against Maximillian's Imperial Government as guerillas. Lately they've been ambushing the Legion's supply trains with greater frequency and enthusiasm. They're newly inspired by the holy item that's sequestered in the church cellar...

Local History

The town has no law or mayor, but its honorary leader is retired General Ignacio Pesqueira. He helped to fight off Apache raiders and settle the area in late 1868, not long after the Great Quake. Pesqueira discovered a series of copper mines in the mountains that had been established and later abandoned by the same Jesuit priests who built the town's church. They held not only copper, but also seams of ghost rock. The General decided to put his retirement to good use, and Cananea was born. Of course, Pesqueira also sympathizes with the Juaristas' cause.

In 1877, the French Foreign Legion staked their claim on the hilltop and built their pale stone fort. Legionnaires frequent the cantina but didn't otherwise dawdle in town until recently. That's when the daily raids started. A few brawls and one fatal shooting have arisen from the Legionnaires'

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relentless search for hidden Juaristas. Only a few locals suspect the troops are actually looking for a hidden relic.

Chance Encounters

Any time the posse arrives in town, draw an encounter card from the Action Deck; draw another whenever the buckaroos depart. On a face card or higher — an encounter — check the color: A red card means Juaristas, a black card indicates a band of off-duty Legionnaires.

- **Juaristas (1 per hero):** See page 27. The rebels move stealthily about their business. Use your judgment as to whether the posse and the rebels Notice each other, have a chance to speak, or one group slips right past the other.
- **Legionnaires (2, plus 1 per hero):** See page 28. Roll a d6. On a 1-3, the Legionnaires are conducting a raid. On a 4-5 they're on their way to the saloon, mean, and suspicious (active sentries, -2 from Persuasion rolls against them). On a 6 they're on their way back to the fort, joyful, boisterous, a few of them flat-out

roostered (inactive sentries, +2 to Intimidation, Persuasion, and Taunt rolls against them).

Nosin' Around Town

The posse can visit any of the following locations in town. The other buildings are homesteads. With the Legion's increasingly brutal tactics and the terrible critters roaming the region, the townsfolk are more scared than usual. They don't wander around after dark, and they don't open their doors to strangers. Apply a general penalty of -2 to Persuasion rolls among Cananea's townsfolk, unless a posse member has some connection to Mexico or the region.

1. Cantina: This tiny building of pueblo and wood is filthy; a goat roams free among the tables. But they have good tequila in clean bottles. Only a few miners are present. If there are Legionnaires in town (Marshal's choice), visitors find a squad of rowdy soldiers as described above.

The bartender is a stone-faced, burly Mexican fellow — tall and wide — who wears boots, breeches, a leather vest, and a massive Stetson: They call him Juan B. With success on a Persuasion roll, Juan B.



DEADLANDS: KNIGHTS WITH NO ARMOR

tells the cowpokes whatever they want to know about Cananea and its current situation. On a raise, the bartender confides,

"Something's turned rotten up at the fort. From what I hear these drunk Legionnaires muttering, Major De Moivre has gone loco. He transformed into a tyrant overnight. He's not himself. Some of them are ready to desert or mutiny."

- **Juan B.:** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*, but add Smarts d8, Vigor d8, Toughness 7, and the Brawny Edge. He keeps a double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2) behind the bar, and 12 extra shells in a concealed cabinet.

2. Church: This Spanish church was built by the slaves of Jesuit priests in the 1760s; it predates the rest of the town by almost 100 years. Catacombs run deep beneath it. The Jesuits hid many secrets here before they departed suddenly, abandoning their copper mines and burgeoning fortunes. At the Marshal's whim, the posse might discover forgotten lore leading to any number of adventures.

The town's current priest, Padre Travieso, has the place fixed up and holds services every Sunday. He spends the rest of his time ministering to his flock's spiritual health, and bargaining with Major De Moivre for more time. That's because the Padre's hiding something precious in the catacombs, the very thing the Legionnaires are trying to find – The Holy Grail (see sidebar opposite). Yes, Marshal, you read that right. They're also hiding a half-dozen Juaristas down there, usually.

When the cowpokes visit the church, go to **The Padre's Secret** on page 23. Travieso is loosely allied with the Order of St. George (although he's not an initiated member), and through them he learned that "a righteous soul" would soon arrive to claim the cup o' the King o' Kings. He reserves the right to judge for himself how righteous that soul might be!

- **Padre Travieso:** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*, but add Smarts d10, Spirit d10, Knowledge (Theology) d10, and the Improved Arcane Resistance Edge.
- **Juaristas (1 per hero):** See page 27.

3. Doc Logan's House: Doc Logan is the town's physician and resident gringo. He's a good soul, making sure the villagers get the medical care they need. He's also eager for someone to come along and take the Grail off their hands. Despite its amazing powers, Logan realizes it's brought Cananea nothing

but woe. If the heroes happen to show up on Doc's doorstep, go to **The Padre's Secret** on page 23.

- **Doc Logan:** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*, but add Smarts d10, Knowledge (Medicine) d10, Knowledge (Spanish) d8, Healing d8, and the Elderly Hindrance.

4. La Tienda: This is the general store and assay office. Common items from the Gear list in the *Deadlands Player's Handbook* can be purchased here, and rarer items may be available at the Marshal's discretion. One thing La Tienda *doesn't* have is ammunition. Major De Moivre ordered his men to confiscate every cartridge and shotgun shell they could find.

- **Felipe Moreno:** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*. Felipe's especially suspicious of strangers; apply a -2 to Persuasion and Streetwise rolls with him.

5. Livery & Wainwright: Cowpokes can dock their horses here for five cents a day, which includes feed and grooming, or purchase a wagon or buckboard if they wish. Widower Carlos Altíz owns the place and runs it with the help of his teenage daughters, fraternal twins Marisol and Carlita. All are gregarious with customers; add +2 to Persuasion and Streetwise attempts. With success they recount Cananea's recent troubles; on a raise the girls chatter about a coal-black "demon horse" that's come to live in the desert near town. Marisol adds earnestly in Spanish,

"I saw the demon horse. I was hiding. It had eyes like red embers, and hooves like axe blades. A wrinkled old Apache rode on its back, with long, flowing white hair. The demon horse carried him up the hill to the fort, and the old Apache went inside and the demon horse ran away."

Marisol breaks off, clearly terrified by the memory. Carlos smiles apologetically and says she must have had a bad dream.

- **Carlos, Marisol, and Carlita Altíz:** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*.

6. Pesqueira Manor: This large, two-story hacienda is west of Cananea, in the foothills. It has its own grounds and stables where the General stores his prize horses. A ghost-rock powered boiler and state-of-the-art self-contained cooling system in an outbuilding provide the house with electric light and climate controls.

General Ignacio Pesqueira retired to Cananea in 1868 with his wife Elena, and began work on his home while fighting off the Apaches. In late August of that year — after they felt the tremors of the Great Quake even this far east — Elena stumbled across an abandoned mine in the mountains. Soon the old Jesuit mine became a profitable string of copper and ghost rock operations. General Pesquiera rarely involves himself in Cananea's affairs beyond sheltering Juaristas, but the current unrest may force "El Jefe Antiguo" to take action.

- **Gen. Ignacio Pesqueira (Ret.):** Use the Soldier (Officer) profile in the *Deadlands Marshal's Handbook*, but add Spirit d12, Riding d10, Knowledge (Battle) d10, the Elderly Hindrance, and the Brave and Filthy Rich Edges.
- **Elena Pesqueira:** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*, but add the Elderly Hindrance and the Rich Edge.
- **Juaristas (10):** See page 27. These rebels pose as miners and the General's staff.
- **Servants (3):** Use the Townsfolk profile for the maid, cook, and groundskeeper. The groundskeeper, Raul, also has Repair d8 and a decent tool kit.

Homesteads: About a dozen miners have permanent homes, simple affairs made of wood planks or pueblo. The rest live in tents that dot the landscape all around Cananea.

- **Townsfolk:** See the *Deadlands Marshal's Handbook*. Each homestead or tent shelters 2 + 1d4 residents, usually families.

Fort Cananea

The French Foreign Legion's fort overlooks the town from a hilltop to the southwest, with a cruel and forbidding mountain range rising behind it. The bleached whiteness of the rocks and dust lend a ghostly look to the fortress in the moonlight. Its battlements are manned constantly. Exactly 25 Texas longhorns wearing a B.F. brand graze the slim pickins along the dry hillside near the fort (this is all Fountain's stock except for three the Legionnaires already slaughtered).

Major Luc De Moivre remains in command of the fort—for now. As far as his troops know, their leader has grown steadily more erratic as Juarista ambushes intercepted supplies. There were whispers of some mysterious, "holy blessing" among the peasant miners. About a week ago, just after the raid on Fountain's ranch, Major De Moivre changed drastically. He seemed to discover some

RELIC: THE HOLY GRAIL

That relic Lance is looking for? Yep, it's the big one. The cup Jesus Christ drank from at the Last Supper. Word has it King Arthur had a whole bunch of his amigos looking for it for years. To this day, there are folks who spend their whole lives trying to find the holy grail.

The cup itself varies in appearance. Sometimes it looks gilded and of incredible earthly value; other times (like now) it looks like a simple earthenware vessel. That's one reason it's so hard to find.

Power: Anyone who drinks from the Grail is instantly *healed* of all wounds, illnesses, or other infirmities, including dementias and phobias. The Grail combines the effects of *greater healing* and *succor* with a hefty dose of divine mojo. No roll is necessary, the effect is automatically successful. Even Hindrances are cured by the Grail, provided they represent the character's condition and not some outside influence — for example, you can't cure a Major Enemy but your Bad Eyes are history.

Taint: The Grail never remains in anyone's possession for long. Each day, the possessor of the Grail draws three cards. If any of these cards is a Joker, the Grail disappears from wherever it is kept, moving to some new, unknown locale to inspire hope and faith.

inner resolve; he grew cold, distant, and tyrannical in his discipline.

When the posse arrives, Fort Cananea's soldiers are on the verge of mutiny. Little do they know, their leader isn't in command of his mind any longer. An Apache sorcerer called El Diablo Rojo has taken up residence in the Major's quarters — and in his mind — to ferret out the Holy Grail before some other agent arrives to steal it. If he can use the Major to spread more chaos and Fear, drinking in the fruits of terror for the Reckoners, then all the better.

At any given time, roughly half the fort's troops are out on horseback, on extended patrols in the

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region, leaving roughly 50 at home. Throughout this tale, assume any Legionnaires the posse encounters have a level of Fatigue (-1 to all Trait rolls) from a combination of sleep loss, malnutrition, and the Major's brutal discipline. Major De Moivre's been taking care of himself and is not Fatigued!

See **Siege of Fort Cananea** on page 24 for some ways the posse might tackle the fort.

A. Well: Major De Moivre's men dug this well when they constructed the fort. The locals know better than to drink from its tainted waters; they'd rather walk a quarter-mile or so south to a relatively pure, natural spring. The well holds a particularly nasty strain of Montezuma's revenge, placed there by El Diablo Rojo's evil magic. It affects even natives of Mexico.

- **Montezuma's Revenge (Long-Term Chronic, Minorly Debilitating, -4):** Diarrhea, nausea, vomiting, acute abdominal pain. Lasts for 1d6 days, during which the victim's physical attributes — Agility, Strength, and Vigor — are all reduced by one step (minimum d4). The stats recover at the rate of one die per day.

B. Watch Towers: The fort's two towers are hollow, square, stone structures. Inside, a sturdy wooden ladder provides access to the covered platform atop it. Each tower is manned at all times by four soldiers. Eight other Legionnaires walk the battlements in shifts. The battlements provide Heavy Cover (-4) to soldiers crouching behind them.

- **Legionnaires (4 per tower, plus 8):** See page 28. Each tower is equipped with a Gatling gun (Range 24/48/96, Damage 2d8, RoF 3, AP 2) and 500× .45 ammunition in belts.

C. Gates: The fort's wooden gates are sturdy (Toughness 10) and manned by six guards at all times.

- **Legionnaires (6):** See page 28.

D. Armory: This small stone building is secured with a steel door (Toughness 14), and holds numerous crates of ammunition and weaponry. There are also five crates of dynamite. The armory's always guarded by two soldiers, and Major De Moivre has the only key on a chain around his neck.

- **Legionnaires (2):** See page 28.

E. Barracks: Off-duty Legionnaires lounge and gamble in the bunkhouse, take their meals in the commissary, and sleep when they can. They live in constant fear of the Major finding some fault in their work or their bearing. Many have suffered the lash lately.

- **Legionnaires (24):** See page 28.

F. Stables/Motor Pool: This long, wide building houses 40 horses and two steam wagons (see the *Deadlands Player's Guide*). A crew of six men tends to the animals and keeps the vehicles in good repair. Ten 40-pound barrels of ghost rock—"donated" by General Pesqueira—rest in one corner, fuel for the wagons.

- **Legionnaires (6):** See page 28, but add Driving d6 and Repair d6.

G. Officers' Quarters: The fort's three lieutenants live in spare quarters on the ground floor. The upper story is occupied by Major De Moivre's quarters, which are divided into a sitting room and bedroom. The Major's sitting room appears ordinary, if a little cluttered, and holds nothing of interest.

Since El Diablo Rojo took up residence—lying in a comatose state in the next room—no other officers have been admitted into De Moivre's lodgings. Rosella Glaises is imprisoned here too. Major De Moivre is in his quarters at night but all around the fort during daylight hours, with the Apache riding his mind. If there is discipline to be meted out, De Moivre gleefully wields the lash himself.

When the posse finds its way into the Major's digs, go to **Evil vs. Evil** on page 24.

- **El Diablo Rojo:** See page 26.
- **Major Luc De Moivre:** See page 28.
- **Rosella Glaises:** See page 28.
- **Lieutenants (3):** Use the Legionnaire profile on page 28.

SCENES FROM A REVOLUTION

We've dealt out all the cards, Marshal. Here's where we cover the events that transpire if the posse does nothing to interfere. We also suggest ways your posse might go about the task of rescuing Rosella Glaises, and what transpires when they make certain choices. And beyond the job they were hired to do, the shootists likely find themselves

drawn further into the conflict between Lance and El Diablo Rojo.

Time's A-Wastin'

The Apache has the Legionnaires frantically and obviously searching for something in town, although they believe they're only hunting Juaristas. Whenever you feel it's dramatically appropriate, draw a card. If an Ace or a Joker turns up, a Legion squad finally has enough of the priest's excuses and searches the church. They find the Holy Grail and return it to the Major straightaway.

Still using Major De Moivre as a pawn, the Apache informs his men that the locals are harboring Juaristas. He orders the Legionnaires to attack the town and put it to the torch—just for his amusement. In the midst of the bloody carnage, El Diablo Rojo rides off with the Grail.

The Padre's Secret

Padre Travieso and Doc Logan have a secret. And they're usually together. If the posse goes to the church or to Doc Logan's house asking a bunch of questions, whichever one isn't there shows up soon enough. Each backs up the other's story: The Legionnaires are looking for Juaristas, and the locals are stubbornly keeping them hidden.

If they're pressed hard to reveal what's going on, Doc Logan fiercely demands the Padre spill the beans. He says, "That cup ain't brought us nothin' but trouble." Lance is suddenly alert. Padre Travieso says,

"I was in the catacombs, late at night. I'd...heard something. Or perhaps I dreamt it. But I found a tomb. An old grave, deep in the tunnels, bearing the seal of the Order of St. George. Inside I found a Jesuit priest who died in 1768. He still clutched in his dry, skeletal hands a simple clay cup.

"I don't know why I took it, but I believe it was the Lord's will. I drank from the cup, and my eyesight, my failing health, the pains in my leg—all were cured. It was truly a miracle. Doc Logan knows this, and believes this too. So we thought this miracle, this blessing, would keep Cananea's people healthy and blessed. It would aid the people's cause.

"But now, I see this isn't true. We can't keep it safe for much longer. Will you?"

Lance is only too eager to take them up on the offer. Other buckaroos may balk at the deal now that they know how invaluable the "family heirloom" really is. Lance doesn't take kindly to others going back on their word, and doesn't hesitate to fly the coop if his erstwhile companions demand his prize.

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Siege of Fort Cananea

If the posse fought or killed El Diablo Negro on their way to Cananea (via random encounter), the Apache knows and is alert for their arrival. Either way, they might do well to set a watch on the fort and note the comings and goings of troops. They soon learn a squad goes into town every day to raid a few houses, seemingly looking for rebel Juaristas. It's never a pretty scene; sometimes innocent people end up dead.

Stealth: It might be possible, though challenging, to sneak in by mundane or magical means. If Rawhide Radigan is along, he suggests they “mustard up” the longhorns—that is, rile them enough to stampede. If the posse succeeds in that endeavor without giving away their presence, 20 Legionnaires ride off in pursuit of the wayward cattle. Or they might infiltrate the fort using some other subterfuge.

Get 'Em!: An open assault on the fort, guns blazing, is always a possibility. It's the posse's choice to go that route if they want, but it's a hard row to hoe. Legionnaires are well-trained and fearsome hombres in their own right. The posse might enlist Juaristas or General Pesqueira to aid the attack.

Faced with a competent, well-armed assault, the Apache summons El Diablo Negro right away. If the demon horse still lives, it arrives in 2d20 rounds.

Comrades in Arms: Some Legionnaires might mutiny if the heroes are successful at Persuasion. But they have to choose their timing carefully; the soldiers can only be talked into rebellion when they're outside the fort and not conducting a raid. Soldiers on patrol or drinking in the cantina, however, may very well reject the Major's authority and join the posse. If they do, let the players run them as allied Extras.

Evil vs. Evil

The Major's bedroom is filled with pungent tallow smoke. An old, white-haired Apache medicine man lies in a comatose state on the bed (using his *puppet* power to control Major De Moivre's mind). His old, clawlike hands are crossed over an armored breastplate and he clutches a stone tomahawk.

A Creole woman — Rosella Glaises — is chained to the wall. Scrawled on the floor in blood before her is a six-pointed star, and black tallow candles burn



on its points. This is a ritual enacted by the Apache sorcerer to nullify Rosella's powers. If cowpokes enter the bedroom, Rosella stares at them wide-eyed and gasps,

"Did Bart send you? What a darling man. Get me out of here before the Apache wakes up!"

Freed from her arcane constraints, Rosella joins the shootists to fight their way out (she cannot cast spells, however, until she has a chance to venerate the loas; see the *Deadlands Player's Guide*). She knows all about the Apache and his hold over Major De Moivre's will, but doesn't know anything about any Holy Grail.

El Diablo Rojo isn't aware of his body's surroundings, only what he can see through Major De Moivre's eyes. If De Moivre is killed, El Diablo Rojo's consciousness returns to his own body and he awakens in 1d4 rounds — or leaps up immediately if he's attacked.

Face-Off: When the posse encounters the Apache—or the Major while El Diablo Rojo controls him—the fiend recognizes Lance and says,

"So...the Pale Servant of the North sends his paladin to steal my prize? No. He of all people should know I will not allow this."

During this battle, the Apache and Lance focus their attacks on each other. The Major fights to the death, unless he breaks free of El Diablo's control. (See the *puppet* power in *Savage Worlds* for events that grant the Major a Spirit roll to regain control.) If the Apache loses his pawn he continues the fight in his own body; to him, the Cackler and his cronies are mere pretenders.

THE ROAD HOME

However the heroes go about untangling the mess in Cananea, when it's all over they have to ride 50 miles back to Arizona. Unless they take the Legion's steam wagons, they're still limited to 25 miles a day unless they roll Vigor at -2 (failure means a level of Fatigue) to ride on. It takes a successful Riding roll each day to keep Fountain's cattle on the trail, should the buckaroos retrieve them as well.

If El Diablo Rojo or Negro survive, they pursue the cowpokes to the end of the earth to take back the Grail. If things go wrong with Lance the gunman vanishes with the Grail as soon as he has an opportunity. Otherwise he returns with the posse.

Aftermath

Back in Stock Yard, Bart P. Fountain is overjoyed to have Rosella Glaises back. He happily pays each bounty hunter the agreed-upon fee. If the posse brings back his cattle too, Bart pays them an extra \$100 each and recommends their services as troubleshooters to all the other ranchers. It's good to have friends in high places.

ALLIES & ENEMIES

The Reckoning's dark magic has twisted the desert and its denizens all around Cananea. This section catalogs the compadres, foes, and vicious abominations your heroes might meet along the trail. Wild Cards are marked with a marshal's badge like this: 



El Diablo Negro

El Diablo Negro is one of the more powerful servants of the Reckoners, a monster that wears the shape of a horse. The legends are true about one thing: El Diablo Negro is carnivorous. Anything that moves is fair game, but it favors horse meat and human flesh. The thing's eyes gleam with a faint red light in twilight or darkness. Its mouth is like that of a wolf, stretching the length of its jaw and filled with large canine fangs. Its hooves are as hard as iron and as sharp as axe blades. Negro terrorizes the region while its master, El Diablo Rojo, is indisposed at Fort Cananea. If the demon horse is killed, El Diablo Rojo is immediately aware of that fact.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d12, Intimidation d10, Notice d10, Stealth d12, Swimming d12, Tracking d10

Pace: 20; **Parry:** 8; **Toughness:** 10 (2)

Special Abilities:

- **Armor +2:** El Diablo Negro has a thick hide.
- **Bite:** Str+d6.
- **Coup (Demon Horse):** Any horse ridden by the Harrowed who absorbs El Diablo Negro's essence gains Pace 20. However, it also acquires a permanent taste for meat!
- **Fear (-4):** Seeing El Diablo Negro provokes a Fear check at -4.
- **Keen Senses:** El Diablo Negro receives a +2 on Notice rolls and ignores Illumination penalties.
- **Kick:** Str+d8, AP 1, Heavy Weapon.
- **Size +3:** El Diablo is as big as a Clydesdale.

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- **Whinny:** As an action, El Diablo Negro can loose a shrieking whinny that causes all normal animals in an adjacent Large Burst Template to automatically fail Fear checks. Horses are Shaken and rooted to the spot for 1d6 rounds.

El Diablo Rojo

El Diablo Rojo is one of the Reckoners' most dreaded Fearmongers, and he doesn't get his moniker from the color of his skin. He gets it from his thirst for blood. The dark-tanned and aging Apache sorcerer has long white hair, and a scowling, wrinkled face. He keeps a string of scalps on his belt. El Diablo Rojo usually rides the demon horse, El Diablo Negro (see above), and he's picked up his monstrous companion's taste for human meat.



DENTON
2 0 1 7

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d8, Knowledge (Occult) d8, Notice d8, Riding d8, Shooting d10, Spellcasting d12+2, Stealth d10, Survival d8, Swimming d8, Throwing d10, Tracking d8

Cha: -6; **Grit:** 6; **Pace:** 8; **Parry:** 8; **Toughness:** 10 (2)

Hindrances: Vengeful (Major), Vow (Serve the Reckoners)

Edges: Alertness, Block, Expert (Spellcasting), Fleet-Footed, Improved Level Headed, Improved Tough as Nails, New Powers, Power Points, Reputation, Right Hand of the Devil, True Grit

Gear: Ceremonial chest armor (+2), big knife (Str+d6), stone tomahawk (Str+3d6), Winchester '76 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), 25× bullets, scalps.

Special Abilities:

- **Black Magic:** El Diablo Rojo has 40 Power Points and knows the *armor*, *bolt*, *boost/lower Trait*, *contact spirit world*, *deflection*, *entangle*, *puppet*, *vision quest*, and *windstorm* powers.
- **Coup (Black Magic):** The deader who absorbs El Diablo Rojo's corrupt essence gains 5 Power Points and the ability to cast one of the sorcerer's powers (player's choice) using Spirit. However, the buckaroo gives off a bad vibe and suffers Charisma -1.
- **Pact:** El Diablo Rojo communicates with El Diablo Negro telepathically.

Fire Ant, Giant

The miners' whispered tales of monstrous insects caused the Reckoning's dark power to coalesce in reality. Now expansive warrens of these dog-sized insects dot the region around Cananea, each of them harboring up to 100 fire ants. Ants can lift many times their own weight.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d6, Notice d8

Pace: 8; **Parry:** 5; **Toughness:** 7 (2)

Special Abilities:

- **Armor +2:** The ant's chitinous exoskeleton protects it from harm.
- **Bite:** Str+d8.
- **Poison:** When a fire ant's bite inflicts one or more wounds, it also injects venom that causes excruciating pain. Roll Vigor (-2) or sustain a level of Fatigue, which can kill. These Fatigue levels are recovered at a rate of one every six hours.
- **Size -1:** A giant fire ant is the size of a large dog.

Juarista

The Juaristas are a motley band of ex-farmers, bandits, and a rare soldier or two who've joined the fight for Mexican freedom. They have no "uniform," instead wearing their old work clothes or bits and pieces of uniforms they've scrounged during raids. For the most part they're a rowdy lot, fond of drinking and partying.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Riding d6, Shooting d6, Tracking d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Wanted (Minor)

Edges: —

Gear: Spencer carbine (Range 20/40/80, Damage 2d8, RoF 1, AP 2), 25× .56 ammunition, clothing, rations, canteen.

Knifegrass

This isn't a critter, per se, but it's definitely an abomination of the Reckoners' design. Knifegrass is bright green, and grows to about three feet high in thin, bladelike leaves that hum and "sing" against each other when the wind blows. It spreads quickly, filling out an area about the size of a Large Burst Template, all the stems connected by a single tough, creeping vine.

Any living creature that moves through knifegrass suffers 2d6+4 damage per 6" moved, as the razor-sharp grass slices the victim. The plant feeds on the blood that runs down its leaves. The day after causing three or more wounds, a knifegrass patch blooms with blood-red flowers.

Knifegrass can't move of its own volition, so the only way to be harmed by it is to move through it unwittingly. It tends to spread across human and animal trails and roads, conditioned to seek prey there. The plant is killed instantly by heat- and fire-based attacks, or by setting it alight.

Lance

The taciturn gunman who calls himself Lance is none other than Sir Lancelot du Lac, his spirit summoned into a living body to serve as one of the Cackler's "knights." Morgana has restored several of King Arthur's former vassals to vitality so they can help her son scour the Weird West for powerful relics. When the Cackler learned the Holy Grail itself had surfaced just south o' the border, he dispatched his most trusted knight immediately.

Lancelot is a Revenant, a long-dead spirit summoned into a living host. This condition is similar to being Harrowed except the subject isn't undead. A spirit enters its Revenant body at full Dominion (+4), but certain traumatic events or mental shocks (at the Marshal's discretion) may give the host's trapped soul a chance to battle for control. Lancelot's body actually belongs to an ex-rail warrior named Jubel Whitlocke.

The most important thing to remember about Lance is that he really is an honorable and loyal soul. It's that very sense of honor and loyalty that binds him to his rightful liege — the Cackler, a.k.a. Lord Mordred. Plus, the magic that summoned him up compels him to obey.

That said, Lance does not betray or mislead the posse at any time. He's up front throughout the journey that all he wants is the family heirloom. He repeatedly puts himself in harm's way to aid the cowpokes however he can. He's a knight with no armor who just happens to serve a corrupt lord.

Lance is about six feet tall, lean but not skinny, with gray eyes and a cool, impassive manner. He wears a wide-brim black hat and battered trail clothes. He rarely gets riled about anything, but he's Hell with a Colt when trouble rears its ugly head.

Avoid having Lance issue commands or lord it over the posse, Marshal, despite the firepower at his disposal. While hunting the Grail, discretion is Lance's watchword.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d8, Vigor d12

Skills: Fighting d8, Guts d12, Intimidation d10, Knowledge (English) d8, Knowledge (French) d10, Notice d8, Persuasion d6, Riding d10, Shooting d12, Survival d8, Tracking d6

Cha: +2; **Grit:** 6; **Pace:** 6; **Parry:** 8; **Toughness:** 8

Hindrances: Code of Honor, Loyal, Vow (Serve Lord Mordred)

Edges: Alertness, Brave, Charismatic, Combat Reflexes, Duelist, Elan, Harder to Kill, Improved Block, Improved Hip-Shooting, Marksman, Quick Draw, Right Hand of the Devil, True Grit

Gear: Knight's Colt (Range 12/24/48, Damage 3d6+1, RoF 1), cavalry saber (Str+d6), Bowie knife (Str+d4, AP 1), 50× .45 ammunition, clothing, rations, 2× canteens, riding horse.

Special Abilities:

- **Harrowed Edges:** Improved Stitchin', Spook, Supernatural Attribute (Vigor).
- **Revenant:** Lancelot's spirit inhabits a living host, much like a Harrowed except he is not dead — he

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has no death wound; he does not decay; he needs to eat, drink, and breathe; he is subject to Fatigue; and he cannot Count Coup. Revenants have access to Harrowed Edges, and must sleep for 1d6 hours each night. If a Revenant is killed, its spirit flees to its phylactery (distance unlimited), a magical container enchanted to hold it. Lance's is in the Cackler's possession. **Dominion:** +4.

Legionnaire

The standard uniform of the French Foreign Legion is a blue greatcoat, with a red and blue *kepi* and white headcloth in the back to keep off the sun. Legionnaires are notoriously tough hombres.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Gambling d6, Guts d8, Intimidation d6, Knowledge (French, Spanish) d4, Notice d8, Shooting d8, Stealth d6

Cha: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Outsider (Foreign Legion), Vow (Serve the Legion, protect France)

Edges: Block, Combat Reflexes, Marksman, Soldier

Gear: Minie rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2), 50× rounds of ammunition, uniform, canteen.



Major Luc De Moivre

The Major was never especially popular with his superiors, which is why he was assigned to a God-forsaken border outpost deep in the Sonoran Desert. Even Cananea was getting the better of De Moivre, the continual Juarista raids depleting his troops' supplies. If he's freed from El Diablo Rojo's control, the Major willingly joins the posse against the ancient Apache.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d8, Knowledge (French, Spanish) d8, Notice d8, Shooting d10, Stealth d8, Survival d6

Cha: -2; **Grit:** 4; **Pace:** 6; **Parry:** 9; **Toughness:** 7

Hindrances: Outsider (Foreign Legion), Vow (Serve the Legion, protect France)

Edges: Combat Reflexes, Hard to Kill, Improved Block, Marksman, Soldier (Officer), True Grit

Gear: Minie rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2), 50× rounds of ammunition, uniform, canteen, armory key.

Ranch Hand

Cowboys like these find employment on cattle ranches from East Texas to California.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Gambling d4, Guts d4, Notice d6, Riding d8, Shooting d6, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: Steady Hands

Gear: Double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), knife (Str+d4), riding horse.

Razor Roach

These nasty critters — ravenous roaches the size of large possums — are nocturnal and run in chittering swarms. They're always hungry for fresh meat, but they consume anything that's even vaguely edible. Boots, cloth, saddles, horses — it's all fair game to a razor roach.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8

Pace: 8; **Parry:** 5; **Toughness:** 8 (4)

Special Abilities:

- **Armor +4:** A roach's chitinous shell is nigh-impervious.
- **Bite:** Str+d6, AP 2.
- **Size -2:** A razor roach is the size of a large possum or raccoon.



Rosella Glaises

During the Great Rail Wars, Rosella Glaises put her voodoo to work as one of Baron LaCroix's soldiers. After the Battle of Peacetown in 1881, Rosella deserted her unit and wandered southwest into Arizona. She found work on Bartholomew P. Fountain's ranch, and later discovered she was quite fond of her employer. They'd just begun to explore their feelings for one another when the Legionnaires kidnapped her.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Knowledge (Occult) d6, Notice d8, Persuasion d6, Shooting d8, Swimming d6, Voodoo d8

Cha: +2; **Grit:** 3; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Curious, Lyin' Eyes

Edges: Arcane Background (Voodoo), Attractive, Conviction, Gris-Gris Crafter, New Powers, Power Points

Powers: Boost/lower Trait, curse, healing, pummel.

Power Points: 20

Gear: Conjure bags.

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