



THE LAST SONS

PLAYER'S GUIDE





The Last Sons Player's Guide

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SPECIAL THANKS: TO THE FANS WHO'VE KEPT DEADLANDS UNDEAD FOR 16 YEARS. WE COULDN'T DO IT WITHOUT YOU, AMIGOS.

PERSONAL DEDICATION: TO MAUREEN, PATRICK, ABIGAIL, AND MAEVE. ALL OF MY LOVE, ALWAYS.

DEADLANDS CREATED BY SHANE LACY HENSLEY

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Contents

The Tombstone Epitaph 1

The Great Flood Strikes! 1

Player's Section 15

Makin' Heroes 15

Gear & Goods 27

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THE TOMBSTONE EPITAPH: DISPUTED LANDS EDITION

Volume 5

Tombstone, Arizona – Sunday, September 5, 1880

No. 25

THE GREAT FLOOD STRIKES!

Welcome to the latest edition of the *Tombstone Epitaph*, Loyal Readers! We have witnessed in the past two weeks what will perhaps be remembered as the Disaster of the Century. We speak, of course, of the Great Flood of 1880, which tore a swath of destruction across the lower half of California and the Great Maze on August 23 of this year.

In the high plateau town of Perdition, we witnessed the colossal wave as it appeared on the horizon and surged inland. An instant later the mesas and channels of the southern Maze were engulfed, swallowed whole by the green, frothing Pacific. Still the towering wave grew.

Its breakers reached toward the sky and momentarily blotted out the sun. Up in Perdition, citizens watched in awe as the rumbling wall of water began to fall, smashing squarely onto the City of Lost Angels below.

Countless lives were lost in the massive deluge. Knowledgeable folks believe the Reverend Ezekiah Grimme and most of his loyal church followers were among those killed. Many settlements were simply washed away as though they'd never been. Ships traveling the channels, and the miners working them for ghost rock, simply vanished—swallowed up by the sea. Most of the fearsome Mexican Armada

was sunk at San Diego, and the ruins of Mexicali were briefly submerged under ten feet of water. It will likely be years before the full scope of the disaster is catalogued and revealed to the world.

It would seem, however, that the State of California has become what it never truly was under Grimme's watch—independent. We at the *Epitaph* watch and wait for further developments on that front from our branch office in Perdition, California. As the news breaks you may rest assured we will deliver it to you in a timely fashion!

Your Chronicler,
Lacy O'Malley



THE TOMBSTONE EPIGRAPH: DISPUTED LANDS EDITION

Volume 5

Tombstone, Arizona – Sunday, September 5, 1880

No. 25

Rail War Two

For months before disaster struck Lost Angels, the so-called Maze Wars were heating up in the ghost-rock-rich channels of California. The Rail Barons raided each others' claims, skirmished in the narrow channels and on the windswept mesas, and tried to ship out as much fundamint as possible despite the Wasatch stranglehold on Lost Angels' imports and exports via rail.

After the Flood, Wasatch still enjoys its favored status with Lost Angels and the ghost rock contracts of both the Union and Confederacy—not to mention a huge head-start on competitors—but other Rail Barons are moving to establish coastal settlements now that Lost Angels no longer dominates the region. They will be forced to do battle over the shipping lanes, since only a few truly navigable channels exist. And so the next phase of the Rail Wars begins.

In the Disputed Territories—especially Colorado and Kansas—the Rail Barons jockey to consolidate their holdings. Union Blue and Black River have run the most new spurs in these areas, and have come into conflict with each other most often. Don't believe for a second the other Rail Barons' adamant claims of innocence in these affairs! Their agents are everywhere, active in the shadows.

If the Battle of Lost Angels ('79) marked the unofficial end of the first Great Rail War, then the spark



THE TOMBSTONE EPITAPH: DISPUTED LANDS EDITION

Volume 5

Tombstone, Arizona – Sunday, September 5, 1880

No. 25

that touched off the next phase was the battle called Broken Rails.

Battle of Broken Rails

In mid-'79 Richard Barney divested himself of his interest in the Kansas City & Little Rock Rail Co., perhaps sensing a dire future for the small rail concern. Majority ownership passed to a loose affiliation of West Coast ghost rock magnates, who figured they would take advantage of the ceasefire and their new company's idle workers by laying a profitable line from Kansas City to Lawrence. Obviously they didn't take enough time to research the area they proposed to build upon—their new line arrowed directly into Bloody Kansas.

Workers began laying rails in late July. Almost immediately they were targeted by Indians and Northern partisans in bloody raids. The Confederate States of America responded, calling upon their staunch ally Fitzhugh Lee and his company Dixie Rails, who shipped rail warriors into Kansas City and posted them all along the new line to fight back against the raiders.

Joshua Chamberlain took considerable umbrage to this development, and Union Blue's response was swift. Chamberlain ordered track laid from Topeka to Lawrence, and no sooner was the ink dry on the order than the combined forces of Union Blue and Smith & Robards commenced work. After the punishment of the transcontinental race, running a line to Lawrence was child's play for Union Blue's crews.

Upon winning the race to Lawrence, UB dispatched forces to deal with the upstart Kansas City liners. On October 30, 1879, the explosive might of Union Blue came down upon the KC and their Dixie Rails allies. For the first time the full might of a Rail Baron was turned loose upon mostly civilian rail workers, and the results were horrendous.

The presence of Union Blue steam tanks with mounted Gatlings, and former soldiers equipped with jetpacks and flamethrowers, turned the battle into a murderous rout. Casualties were high, numbering around 500. Grassfires ignited by the fighting swept east, destroying acres of farmland and causing even more civilian deaths.

Secrets Revealed!

According to informants who wish to remain anonymous, several other participants were present during the fighting—saboteurs in the service of Bayou Vermilion, Black River witches providing aid to Dixie Rails, and even a few Wasatch X-Squads on hand to throw wrenches into any gears that seemed unguarded. All at once the chaos of the Rail Wars had returned.

Even now reports of restless dead swirl around the battle site. One eyewitness described a terrible experience: "On a moonlit night we were headed back to Lawrence. We shouldn't have been on the road so late, I reckon. We saw a whole crew of railroad men laying track in the dead of night. We came close, and were horrified to see that the men were

bloody and half-mangled ghosts, yet they continued to work. They even sang a working song. Then a hail of bullets tore them to shreds before our eyes, and—Lord help me—they got up and went back to their work!"

Various sources report the fighting among the Rail Barons is only getting started, so plan your travel accordingly.

Union Election Delayed!

The Democrats settled on their nominee back In June, but incredibly the fight goes on within the Republican party. Presidential incumbent Ulysses S. Grant and James A. Garfield, whose thrilling speeches made him a front-runner, continue their legal and political wrangling while the Union wrings its collective hands. Recently, the leading Republican party candidates scheduled two debates to take place in Washington DC in September. The first is open to the public and the second is slated to take place in a closed session of Congress.

Some political experts note that the gloomy outlook in the West may determine the candidates' fortunes. President Grant counts the ceasefire as one of the greatest achievements of his tenure as President, and a heck of a good reason to elect him again. But with the situation deteriorating daily in Kansas, partisan attacks on the rise, and the continuing Sioux aggression around Deadwood,

THE TOMBSTONE EPIGRAPH: DISPUTED LANDS EDITION

Volume 5

Tombstone, Arizona – Sunday, September 5, 1880

No. 25

Garfield has plenty of ammunition for use against his rival.

The unprecedented delay in nominating a candidate has brought criticism from all sides, but the experts assure us it's just a matter of time before all claims are settled and the electoral process is back on track. Anonymous sources, however, hint darkly that other forces may be to blame for delaying the Union election. Rumors of a shadowy cabal of Northeastern bankers continue to swirl, but no one's willing to name names.

As anyone who hasn't been living under a rock knows, President Grant is widely considered a sure thing to lock up the vote and return to the Oval Office next January. Few believe Democratic challenger Winfield S.

Hancock to be a viable opponent, despite his honorable war record and broad base of support.

The Sioux Nations

Interest in Deadwood and the Sioux Nations has been growing Back East, as Custer's agents continue to drum up sympathy and monetary support for the rogue officer. While most admit Custer acted without proper authority in establishing a military camp on the eastern banks of the Missouri River, a growing number of US citizens are willing to put that in the past and concentrate on what benefit Lt. Colonel George Armstrong Custer can provide the Union

now. So more and more eyes turn toward the besieged boomtown called Deadwood.

The Sioux remain willing to suffer the mining of the Black Hills, but the tribal wicasas respond with more violence every time their territory is violated. Through it all the militant Order of the Raven works among the tribes to raise support for a more extreme solution—open war with the white invaders. So far they haven't garnered any support significant enough to mention.

Ghost Rock Slaughter

In late-breaking news, almost a dozen miners were murdered in the Black Hills south of Deadwood, just two weeks ago. The remains were discovered on



THE TOMBSTONE EPITAPH: DISPUTED LANDS EDITION

Volume 5

Tombstone, Arizona – Sunday, September 5, 1880

No. 25

August 27 by one Ezra Smalls. By all accounts the men were killed at some point during the prior two days. According to Smalls, "That camp was in quite a state. I can't even relate what they done to those poor devils. Scalping was nothing compared to that massacre."

The bodies were found in various states of mutilation, making quick identification difficult. Marshal Seth Bullock has vowed to undertake a full investigation of the crime.

Preliminary reports on the identity of the attackers conflict. Most claim the Sioux swept in and killed the miners – eleven of them were working the claim, after all, in clear violation of the Deadwood Creek Treaty. Other sources (who wish to remain nameless) claim the Deadwood Miner's Association is not without culpability in the incident, although attempts by this reporter to find out more were strongly rebuffed. Suffice to say, head of the DMA Frank Bryant declined to comment.

But still other reports point to what might be the real culprits – *ghost miners*. Stories of the vengeful spirits of ghost rock miners who wander the Black Hills, hunting the living, have refused to die away, and perhaps with good reason.

Drumming Up Support

Presidential hopeful James A. Garfield has used the Deadwood Slaughter in recent days as a source of provocative rhetoric. Said he at a stump speech on Sept. 2:

With the ceasefire all but unraveled, I ask you again – what has my rival done to preserve the lives of the Union's citizens? For there are citizens of the Union in Deadwood, my friends, despite my august competitor's claims to the contrary. Yes, there are citizens of the Union in the middle of the so-called Sioux Nations, besieged by bloodthirsty savages!

Twelve of them were killed only days ago, and President Grant continues to make excuses. He continues to hold the ill-used Lt. Colonel Custer at arm's length. Meanwhile Sitting Bull holds our people hostage, and he holds out the riches of the Black Hills like a shiny lure, all because we are too timid to act. This timidity shall end when I am elected President!

Garfield's statements were answered with loud applause and cheers from his supporters. Time will tell what response, if any, the Union makes to this latest killing in the Black Hills.

Ghost Dancers

A new "medicine society" has begun to gain strength and influence among the native tribes. These Indians pay tribute to their spirit totems by means of a sacred dance that, they claim, has the ability to banish fear and resurrect the dead! Only a few shamans are said to know the deepest secrets of the Ghost Dance, and those who know typically do not admit to it.

Needless to say this reporter has not witnessed any such



THE TOMBSTONE EPIGRAPH: DISPUTED LANDS EDITION

Volume 5

Tombstone, Arizona – Sunday, September 5, 1880

No. 25

miracles, nor could contact be made with the society. In fact the leadership of the Ghost Dancers is not quite clear. By many accounts a charismatic and much-loved Paiute chief named Wovoka is responsible for keeping the Ghost Dance alive. But other Indians make claims of various great chiefs serving as the society's leader. Some say Coyote himself leads the movement.

What is most interesting about the Ghost Dance is that it crosses all borders, from the Sioux Nations to the Coyote Confederation. Observers are not sure what to make of such a widespread alliance of Indians, but few think it's a good thing for the Union or the Confederacy. Whether their accord bodes good or ill for the Disputed Territories is still up in the air.

Satan's Garden

About five miles southwest of Deadwood there's a place that can only be described as *Hell on earth*. It was once the site of the Chance Venture Mine, one of the biggest ghost rock strikes outside the Great Maze, owned and operated by Norman Chance and his younger brother William. We were able to dig up some details on what happened there—and what evil remains!

According to the local miners' legends, one night after spending some time toasting their good fortune in town the two Chance siblings decided to pay a visit to their mine. In their polluted state, it didn't occur to them to fire up the steam-powered fans they used

to suck any accumulated vapors out of the shaft.

It's said that Norman lit a cigar to celebrate his newfound fortune and entered the mine. The tremendous explosion that followed shattered the earth around the mine shaft, and exposed a deposit of ghost rock larger than the crispy Chance brothers had ever dreamed possible. It also ignited it.

The fire is still burning. Fountains of flame erupt through the holes torn by the explosion, and the eerie wail of burning ghost rock echoes through the hills. When the wind is right the sound can be heard in Deadwood. There are those who claim they can hear the Chance brothers still screaming in agony, locked in a prison of flame.

It would literally take a river to put out a ghost-rock fire of such proportions. Some entrepreneurial souls have tried other methods of getting at the fortune going up in smoke, but so far all have failed. One mad scientist named Hiram Burns travels the area with his daughter and his Aetheric Vortex Generator, spouting a crazy theory about "drawing the phlogiston out of ghost rock, then dousing the essence with exotic fluids."

Miners near the eternal fires of Satan's Garden report occasional sightings of fiery, lizard-like creatures cavorting in the flames. All these eyewitnesses might be telling tall tales inspired by empty whiskey bottles, but we here at the *Epitaph* prefer to take such excuses with a grain of salt.

Colorado

Lest you receive the impression we at the *Epitaph* have switched over to purely political coverage, reports from mountainous Colorado bring more news of the odd and inexplicable...

New, New Jerusalem Blues

If you're traveling the Overland Trail headed west, be sure to stop in at the friendly little burg of New Jerusalem, which lies along the Denver-Pacific's Cheyenne spur. It's like a lot of other towns in Colorado, with folks making their living off a combination of ghost rock mining and catering to travelers headed over the Rockies. But there's one big difference with New Jerusalem—according to some knowledgeable folks, New Jerusalem *didn't exist* prior to early 1880. Impossible, you say? Read on.

Numerous authorities on the Overland Trail's way stops (both major and obscure) have refuted the existence of New Jerusalem. In support of their claims, no map prior to 1880 depicts the town of New Jerusalem at all. Skeptics might chalk this up to the generally untrustworthy nature of cartography, but even locals as close as Boulder say they never heard of New Jerusalem until recently. A few go so far as to flatly deny it ever was.

A visit to New Jerusalem confirmed that the town had long-standing roots, so to speak. Yet in

THE TOMBSTONE EPITAPH: DISPUTED LANDS EDITION

Volume 5

Tombstone, Arizona – Sunday, September 5, 1880

No. 25

this reporter's studied opinion there is *no possible means* by which the town could have been built early in 1880 and then aged to its present state. Buildings' foundations show several years' age, and the existence of a cemetery—with settled graves as old as 11 years—seems to put the lie to claims of spontaneous appearance.

When asked about her town's origins and the odd claims, Mayor Fidelia Plude just shrugged and remarked, "I guess we haven't made enough of a ruckus to be noticed yet. We'll be sure to fix that!"

Who Watches the Wasatch?

Word of Hellstromme's amazing Plutonian Express—which barrels through lightless tunnels coast-to-coast and thus, like its namesake, rules the underworld—has reached every part of the nation, thanks to the *Epitaph's* recent exposé and all-access interview with the esteemed Dr. Darius Hellstromme himself.

In the days before the Battle of Lost Angels, Hellstromme professed his great love for humanity and his desire to use Wasatch as a vehicle to better

the lives of citizens everywhere. He punctuated those remarks by dropping three "Ghostfire Bombs" on the battlefield at Lost Angels. As a result, the collection of shanties known as Ghost Town was incinerated, resulting in a catastrophic loss of innocent life and fires that continue to burn even in the wake of the Flood.

Now Hellstromme finds himself facing more enemies than ever before, as his rival Rail Barons lick their wounds and look for opportunities to counterstrike. One likely target seems to be the eastern entrance to the Plutonian Tunnel, where an armed Wasatch



THE TOMBSTONE EPIGRAPH: DISPUTED LANDS EDITION

Volume 5

Tombstone, Arizona - Sunday, September 5, 1880

No. 25

outpost called Camp Hades guards the open tunnel into the Rocky Mountains. Hellstromme's steam-powered monstrosities patrol the foothills all around, and several squads of rail warriors armed with prototype weapons make the rounds as well.

Representatives of other Rail Barons have been sighted in the region, keeping tabs on the rolling stock going in and out of the Plutonian Tunnel. Those that haven't been sighted are assumed to be lurking in the shadows or in plain sight. This reporter noted an air of expectancy around the Wasatch camp, as though something big were in the offing.

Ghosts of Derry's Ford

In Derry's Ford, Mayor Luther Neally recently unveiled a plan to convince Denver-Pacific to run a spur from Denver to their small town, bringing untold wealth and prosperity for all. A lot of folks got behind the plan, and with good reason.

But almost immediately rumors circulated of an evil presence out at Carstairs Canyon. Then a few hunters disappeared in the area. Folks started hearing distant screams from the woods in that direction. When DP officials started to hedge on the deal, supporters of the plan blamed the rumormongers for scaring them off with pure hogwash. The rail plan for Derry's Ford remains in limbo until the situation is resolved.

Bubbling in the Cauldron

Speaking of rail plans, some say the Denver-Pacific line west of Denver is still plagued by things spawned during the Battle of the Cauldron in 1877. As you know, that battle was the absolute largest of the Great Rail Wars until the Battle of Lost Angels came along to blow away all previous death tolls. Involving forces of all the Rail Barons, it swirled through the Rocky Mountain foothills for a full month. The loss of life and materiel was considerable. Finally some decisive blow must have been struck, because all the Rail Barons abruptly gave up and withdrew their forces.

Today there is only a tiny jerkwater town known as Cauldron perched at the edge of a crater to mark the battle's occurrence. This reporter traveled through the area where the battle once raged, and from the vantage point of a rail car at the very center of the battlefield I saw nothing untoward. Denver-Pacific seems to have done a fine job of cleaning up the mess. Yet the troubling tales of killings and disappearances in the region continue.

As we have for the past three years, the *Epitaph* is offering a reward of \$200 to anyone with information leading to the whereabouts of our reporter Whorley Thompson. Whorley was dispatched from the Tombstone office in '77 to cover the conflict firsthand, and both he and his *Epitaph* camera vanished in the fighting. An additional \$150 is offered for the recovery of the

camera's plates, whether developed or undeveloped, in the hope they might shed some light on events during the Battle of the Cauldron.

Kansas

Nowhere in the Weird West will you find more lawlessness, bloodshed, and mayhem than Bloody Kansas. The heart of the Disputed Lands, this region is balanced on a razor blade between North and South.

Though the situation improved for a brief time after the ceasefire, events following the Battle of Broken Rails led to an even more volatile mix of competing forces. Territorial Wars between rival towns flare up with ever greater frequency. These days Kansas is a rough place to live and a hazardous place to travel through. With the rise in violence has come a new surge of weirdness.

Peacetown

The Union Blue and Black River lines through Kansas converge and meet at Dodge City. Since relations soured between those companies, "Peacetown" has seen an upswing in violent crime. Even the Reb and Bluebelly partisans who'd seemingly gotten used to living amongst one another have taken to feuding again. Marshal Larry Deger is at a loss to explain the ripples of hostility moving through the populace. There have been more violations of Dodge City's no-firearms policy in the past year than in the prior three years combined.

THE TOMBSTONE EPITAPH: DISPUTED LANDS EDITION

Volume 5

Tombstone, Arizona – Sunday, September 5, 1880

No. 25

Visitors to Dodge City should take care not to be out alone after dark. Strangers have a distressing tendency to disappear in Peacetown, and it's not known what faction might be responsible. Most folks just point the finger at the closest enemy, but a few whisper that actual body snatchers hunt the streets in the dead of night.

Return of the Stagecoach Robber!

After a self-imposed exile of two years, the dapper swindler known as the Stagecoach Robber has returned to raid the rails around Dodge City. It's said he wears

the garb of an old-time European footman, complete with tricorne hat and silver-buckled shoes, and hides his identity behind a mask. He drives a souped-up steam wagon that rides rails just as well as it does trails. Moreover, the vehicle is *fast*—no one has yet been able to outrun it by horse, steam wagon, or locomotive.

We've yet to hear a report of the stagecoach robber being discourteous, much less violent, which is a refreshing change for Kansas! If you must be robbed, you could do much worse than the Stagecoach Robber. That hasn't prevented Marshal Larry Deger from offering a \$500 reward for his

apprehension, dead or alive. With the recent departure of deputy Wyatt Earp for Tombstone, Arizona Territory, Marshal Deger is under even more pressure these days to keep the peace.

Night Trains

Eerie tales from all over Kansas—and indeed, other parts of the country as well—speak of “Night Trains,” old broken-down locomotives pulling boarded-up passenger cars that almost look like pine coffins in the moonlight. It's said a Night Train pulls into town at midnight and its whistle shrieks like a banshee. Then hell comes home to roost.



THE TOMBSTONE EPIGRAPH: DISPUTED LANDS EDITION

Volume 5

Tombstone, Arizona – Sunday, September 5, 1880

No. 25

According to eyewitnesses the pale spirits of the dead are set loose into town to drag sinners back to the train, which departs about fifteen minutes later. Those poor souls who vanish onto the Night Train are never seen again. The true nature of these ghost trains, whether there are indeed many or just one, and where they originated, are mysteries that have never been solved. Stories have circulated since as early as 1876, when the town of Varney Flats suffered a devastating visit by a Night Train.

Today the small town of New Varney Flats stands on the same location, and no one there knows anything about the phenomenon—nothing they're willing to speak aloud, at least.

Working on the Railroads

Battles between Rail Barons always seem to accompany the laying of track, and that's what has been going on all over Kansas. Wasatch got the idea to forge a profitable "cattle spur" into Kansas back in 1878, but they were decisively annihilated at Hill City by a coalition of Union Blue rail warriors and pro-North partisans. Wasatch's designs on Kansas were rebuffed, but that didn't stop the fighting—not by a long shot!

Now that the newest phase of the Rail Wars has come, the Rail Barons are busily expanding their holdings within Kansas. Union Blue began construction on a spur south from Salina to the Santa Fe Trail, and Black River

responded by laying tracks of their own toward the intersection of the Santa Fe and old Chisholm Trail. Black River already has a new Wichita Line connecting that town to the main railroad. It's a fair bet that both companies are trying to lock up the cattle trade once and for all, but the victor is yet undeclared.

Oklahoma

Though it's technically a Disputed Territory, everyone knows Oklahoma is pretty solidly Confederate. That simple fact has been leading to big troubles lately, as tensions keep rising between Oklahoma settlers and the war parties raiding along the Coyote Confederation's borders.

The Confederacy keeps promising they'll step in with some relief for the settlers, but to do so would violate the ceasefire and almost certainly

cause an immediate resumption of Northern hostilities. The diplomats are still wrangling as the election approaches. Meanwhile Oklahoma has become little more than a free-for-all.

Perry Nights

The wide-open town of Perry, Oklahoma—more commonly known as "Hells' Half-Acre"—was first revealed to the nation in the *Tombstone Epitaph's* 1877 *Update*. The town's reputation as a hotbed of intrigue has only grown as the Indian crisis continues to intensify. With every Kiowa or Comanche raid the Oklahomans get closer to taking affairs into their own hands.

Chris Madsen, Bill Tilghman, and Heck Thomas—the "Three Guardsmen"—are still the top law dogs in Perry, and they do a fine job of keeping the place from flying apart at the seams. Representatives and agents of



THE TOMBSTONE EPITAPH: DISPUTED LANDS EDITION

Volume 5

Tombstone, Arizona – Sunday, September 5, 1880

No. 25

every government, rail company, and strange cult in North America can be found in Perry at one time or another...if one knows where to look. Any one of the town's 100 saloons is a fine place to start.

Most of Perry's business revolves around cattle, so the local ranchers also maintain a presence in town in the form of their rowdy cowboys. Plenty of Indians from the Coyote Confederation visit town as well, so it's not unusual to see enthusiastic brawls between cowboys and Indians when the whiskey flows freely.

On the Warpath

The Comanches, led by half-breed Chief Quannah Parker, have stepped up their raids along the Coyote Confederation border. Homesteads have recently been found put to the flame, every single inhabitant gone without a trace. Though none have actually seen the mysterious raiders and lived to tell about it, all sources agree that the signs left by the assailants point directly at the Comanches.

Coyote Confederation

The Coyote Confederation, whose unofficial "open secret" of an allegiance with the CSA we reported last year, has become more secretive and hostile. With the increase in raids across the Oklahoma border it is looking more and more certain that the mysterious leader known only

as Coyote intends to return all of Oklahoma to Indian Territory. The fact that Coyote has still refrained from revealing his (or her) identity makes it a little more difficult to ascribe any certain motives.

In Search of Quivira

The lost village of Quivira, long rumored to hold clues to the location of the fabled Seven Cities of Gold, is said to lie somewhere in the northern reaches of the Indian Lands, near the Flint Hills. The Explorer's Society offers a standing reward of \$350 for a reliable map to lead explorers to the ruined village. Of late, another searcher seems to be looking in that area.

We at the *Epitaph* have received an exclusive report identifying that lone searcher as Captain William D. Hamilton of the Texas Rangers. Little is known about Hamilton's past, but he is thought to be a young gun on the rise in the Rangers' organization. What precisely he is looking for in the Coyote Confederation, or whether he has found signs of Quivira, has not been confirmed.

Texas Panhandle

The Texas-Western Trail leads south into the Panhandle from Dodge City, and provides Texas ranchers with a far safer route for driving their cattle to market than the old Chisholm Trail (which runs smack dab through

the Coyote Confederation). Of late the Panhandle has proven it can be just as dangerous as Indian lands.

Horror at Adobe Walls

The village of Adobe Walls has been a ruined ghost town since the last battle there in 1874. At that battle (as everyone knows) Billy Dixon fired the famous mile-long shot that killed Isatai, former leader of the Confederation tribes. Since then the town has been shunned by whites and Indians alike, all of them ascribing some evil presence to the place.

Last summer a cattle drive out of Amarillo met the horror face-to-face on their way to Dodge. Those few cowboys who could bring themselves to talk about what they saw described a pack of gaunt, rubbery things that shambled along at the edge of the shadows.

"First they put a fright into the beeves," said one eyewitness, "then one of them popped up with a weird howl that sent Jimmy James runnin' home to mama. I ain't seen nothin' like it in my entire life, I swear. We shot straight into them and they didn't care one bit."

Ranchers in Amarillo and farther south have begun hiring troubleshooters and freelancers to add further protection to their cattle drives. When all the profits depend on getting a herd to the rail lines at Dodge, it's worth it to a rancher to pay a little extra dinero for "insurance."

THE TOMBSTONE EPIGRAPH: DISPUTED LANDS EDITION

Volume 5

Tombstone, Arizona - Sunday, September 5, 1880

No. 25

The Round-Up!

Our recent addition of the page 13 classified section was a smashing success. With Editor John Clum's gracious permission we have expanded the classifieds to include various snippets of weird news from across the Weird West. We baptize this new feature The Round-Up! and ask all readers with good intentions to look into these announcements and see what help they might provide to folks in need.

Colorado

» Cauldron

IRON-WILLED and stalwart hunters needed to track down and kill the source of peculiar noises. See Bill James at the DP ghost rock depository.

MISSING. Andrew Balesworth, husband and father of three. Provide information or whereabouts to Cicily Balesworth, Cauldron Town.

» Denver

GHOST-BUSTERS needed to drive out persistent haunts. See the Night Manager at the Brown Palace Hotel.

PRIME LOTS. Land parcels available at attractive rates. "An ice-cold ghost." Inquire at the Nevada Land Basin Office.

ENFORCERS needed. See Jenny Crosby at the Black River depot. Best pay available, plus free ammunition.

REFURBISHED personal Gatling sidearms and longarms for sale, cheap. Nolan Hitch on Arapaho Ave.

TIRED of TOILING for lesser railroads? Do you crave fair pay, good grub, and a place to rest your head? Interested parties look no further than Dirk Greer at the Wasatch Rail Depot.

Dakota Territory

» Bismarck

INVESTIGATORS sought by Town Council to track down wayward mail. Please inquire with Mayor Freidorf at Town Hall. Resume preferred.

HIRED GUNS. Seeking gunmen to safeguard rolling stock. Experience with natives preferred. Inquire at the Iron Dragon rail depot.

SHOTGUNNERS to guard stagecoaches bound for the Sioux Nations. Inquire at Deadwood Stage Co.

» Fargo

DISAPPEARANCES! Unexplained events in Island Park demand answers. Inquire at the Mayor's office.

Kansas

» Abilene

WANTED! Freelancers to guard cattle herds. Good pay. Inquire at McCoy Ranch.

NOW HIRING bodyguards at Lebold Mansion. See Conrad Lebold.

» Coffeyville

DEPUTIES needed to enforce the Town Council's will. Please provide resume and references to Marshal Barnaby.

» Dodge City

WANTED! Stagecoach Robber, dead or alive. \$500 reward. See Marshal Larry Deger to collect.

LOOKING for a GOOD TIME, cowboy? Visit the Wild Irish Roses on Bridge Street.

NOW HIRING able-bodied rail warriors. Inquire at the Union Blue train depot. Weapons provided.

» Jayhawk Flats

REWARD! A reward of \$200 is offered by the citizens of Jayhawk Flats for any information leading to the capture of known card sharp Jeremiah Bass.

» Lawrence

WANTED! Bloody Bill Quantrill, dead or alive. Reward \$600, plus \$50 per accomplice.

» New Varney Flats

IRON DOOR TREASURE. Local venture capitalist assembling expedition to recover Belle Starr's lost Iron Door Treasure. Skilled woodsmen and trackers only. See Phil Dunlop, Kirby Hotel.

» Topeka

MIRROR WINDOW! See the miraculous portal created by brilliant students of the College of the Sisters of Bethany! Look upon the mysterious World of Spirits! Admission 10¢.

» Wichita

FREAK SHOW! See the Head of Evil and the Hand of Fate! Only 2¢ per viewing.

THE TOMBSTONE EPITAPH: DISPUTED LANDS EDITION

Volume 5

Tombstone, Arizona – Sunday, September 5, 1880

No. 25

Oklahoma Territory

» Perry

MISSING. One Derringer .41 with mother-of-pearl handle. If found please return to J. K. Jessup, Blue Lake Hotel.

Sioux Nations

» Deadwood

FREELANCERS NEEDED. Scientific endeavor requires enforcers to look after its safety. Sioux difficulties expected. Provide your own guns and gear. See Hiram Burns, c/o Nuttall & Mann's No. 10 Saloon.

DESPERATELY SEEKING BILL. Meet me behind the Big Horn Store, 3 a.m., any night. Martha.

Texas

» Amarillo

FREELANCERS, REGULATORS, and BODYGUARDS wanted for dangerous work. Must provide own guns. GOOD PAY, inclusive of three square meals and hazard stipend. Interested parties please inquire of Daniel Prester at the Tin Lamp Hotel.

Wyoming

» Cheyenne


WANTED! Posse to hunt down nocturnal cattle killers. Inquire with Ephraim Connolly at the Double-X Ranch.

» Laramie

NOW HIRING freelancers to escort settler caravans over the Rockies. \$100 per trip. Indian trouble expected, other troubles a distinct possibility.







Makin' Heroes

There's no place in the weird west untouched by Indian history, culture, and traditions. Before the first buffalo hunters and settlers invaded the plains, before the railroads and boomtowns laid down foundations of steel and wood, before telegraph wires crisscrossed the landscape like some giant spider's web, the Indians were here. They built great civilizations all over North America, only to see their cities fall into decline hundreds of years before the first whites set foot in the so-called "New World."

Yet their legacy lives on. The mythical lives of the ancestors are preserved in tribal customs, and the taking of the Old Ways Oath is a powerful statement of solidarity with one's forefathers. Though Indian lands remain untracked mysteries to whites, Indians know every sacred place, haunted ruin, and trace of ancient culture as well as they know their own family. They live their lives by the turn of the seasons and the rhythms of nature's spirits.

Threats of War

Whether they fight against the whites, scout for the United States or the CSA, or seek the wisdom of spirits great and small, Indians are found just about everywhere in the Weird West. Due to the ongoing War Between the States—currently stalemated but threatening to flare up again—Indians are far

more populous than they might be otherwise. In the event of determined Indian Wars the tribes would suffer unimaginable losses, and this has got a lot of chiefs worried.

Many see the Sioux Nations and Coyote Confederation as the first steps of a return to the empires of the ancestors, and the best protection against any Indian Wars to come. Some actively work toward the day when whites will be driven out of their lands forever. But most just try their best to survive and adapt to the ever-changing West.

No matter what, the fate of the Indian nations may very well be determined by the North and the South. An armistice and greater concentration on pacifying the frontier would be as catastrophic as the war beginning anew. More and more Indians are throwing in their lot with warrior societies and medicine cults

DEADLANDS: THE LAST SONS

THE TRIBES

THE SIOUX NATIONS

Lakota: The seven bands that make up the Lakota tribe—the Hunkpapa, Oglala, Burnt Thigh (Brule), Minneconjous, Sihasapa (Blackfeet), Itazipacola (Sans Arcs), and Oohenupa (Two Kettles)—together form the dominant force in the Sioux Nations. Each clan sends an elder to the tribal council of *wicasa yatapickas*.

The council is currently ruled by a four-tribe majority led by Sitting Bull (Hunkpapa), along with Red Cloud (Oglala), American Horse (Burnt Thigh), and Lane Deer (Minneconjous). These tribes follow the Old Ways, while the minority tribes wish to open the Black Hills to more mining.

The Lakota are allied with the Cheyenne and Arapaho tribes, and they seem to make war on nearly everyone else. Their two greatest enemies are the Crow and Pawnee, who were expelled from the Plains when the Sioux Nations were established.

Northern Cheyenne: This small, spiritual tribe is the bridge between the Sioux Nation and the Coyote Confederation. They are not numerous, but they hope other tribes will join in their peaceful ways.

The Northern Cheyenne are closely allied with the Lakota and Arapaho, as well as the Southern Cheyenne. The Northern Cheyenne have few direct enemies, but the Shoshoni and Crow continue to raid their people all around the Disputed Territories.

THE COYOTE CONFEDERATION

The Coyote Confederation is a loose affiliation of five tribes that have warred with one another in the past. They are led by a mysterious, hooded figure known only as Coyote.

Arapaho: Allied with the Southern Cheyenne, the Arapaho are the peacekeepers of the Confederation. Their enemies are the Ute, Shoshoni, and Pawnee.

Cherokee: Displaced more than any other Plains tribe and now nearly vanished, the remaining few Cherokee scout for the whites. Others are allied with the Comanche.

Comanche: Violent and adversarial, the Comanche are the most powerful tribe in the Coyote Confederation. The current chief of the Comanche is Quanah Parker. They are allied with the Kiowa and Cherokee tribes, and make war on every other tribe within their reach.

Kiowa: Like their allies the Comanche, the Kiowa are a warlike tribe and raid any other tribe they meet. Chief Satanta leads the Kiowa.

Southern Cheyenne: Like their northern brethren, this small tribe is very spiritual and diplomatic. They are allied with the Arapaho, and have no enemies save the whites.

DISPUTED TERRITORIES

Apaches: Found mostly in the Arizona and New Mexico territories, the many small Apache tribes are consummate raiders and scouts. For the most part the Apache and Navajo tribes are allied, and their enemies are the whites who hunt them.

Crow: This tribe is the most active enemy of the Coyote Confederation, and its members often scout for the Texas Rangers and various rail companies. They gave up the Old Ways long ago. Women tend to be the most powerful shamans among the Crow.

Navajo: Owners of vast sacred lands in the Southwest, the Navaho are protectors of all the desert tribes. They number the Apache among their allies, and have no enemies besides hostile whites.

Paiute: This small, spiritual tribe founded the Ghost Dance and continues to be the center of the movement. They are led by a charismatic and welcoming medicine man named Wovoka. They maintain a strong alliance with the Shoshoni, and have no major tribal enemies.

continued...

like the Ghost Dancers and the Order of the Raven.

The Weird West holds nearly limitless possibilities for villainy and heroism. This chapter is for those who choose the latter—no matter the cost.

NATIVE HEROES

If you really want to get the details of your Indian character right, there's no substitute for research. This book isn't intended to cover the sheer breadth of Indian cultures, nor could it do justice to such a diverse subject. What we give you here is some additional details and options to flesh out warriors and shamans alike.

There are also some items of interest to any ol' cowpoke, so don't go ignorin' this section just because your character isn't a native of the High Plains.

Indian Concepts

The *Deadlands Player's Guide* gives you a few Indian concepts to work with: the Shaman and the Brave. Here are a few more to get you thinking about different sorts of Indian characters.

Berdache: If a young man lacks the salt to be a warrior, has no talent for speaking with spirits, and lacks the speed and skills vital for scouts, he is no longer considered a man by his tribe. He wears women's clothes, takes a woman's name, and does a female's chores. But that doesn't mean the berdache is disrespected. Far from it. They are among the best craftspeople in a tribe, and in elder years considered as wise as priests in the ways of the world.

Chief: The chief is the leader of a village, a clan, or an entire tribe. This position is one of enormous influence and numerous responsibilities, and not to be taken lightly. A chief needs to be sure his people eat well, resolve conflicts among tribal elders and sometimes neighbors, and establish treaties

...continued

Pawnee: Displaced from their land when the Sioux Nations were formed, the Pawnee are now the avowed enemy of the Lakota and Arapaho. They still follow the Old Ways, but number few other tribes as allies.

Shoshoni: The Shoshoni, ardent followers of the Ghost Dance, provide protection to their Paiute allies. They are also allied with the Nez Perce and sometimes the Utes. They are the avowed nemesis of both organized Indian nations.

Yaqui: A converted tribe found in northern Mexico and the southernmost end of the Arizona Territory. They have a warlike reputation among Indian tribes, and their traditional enemies are the Spanish who invaded their lands.

Zuni Pueblo: Isolated, secretive descendants of the long-vanished Anasazi, this tribe is found in New Mexico.

THE GREAT MAZE

Klamath: The central tribe of the Necessity Alliance, along with the Chumash, Miwok, Coastanoan, and Gabrielino.

Pomo: Far-scattered and nearly destroyed by the Great Quake, the Pomo are master scouts and fighters in the water.

Mojave: This tribe of farmers at the mouth of the Colorado River has only recently come into contact with whites and bears little ill will toward them.

THE NORTHWEST

Haida, Tlingit, and Tshimshian: These wealthy tribes are peaceful and very materialistic. No other tribes have ever experienced such prosperity.

DEADLANDS: THE LAST SONS

with allies and enemies. Some tribes have two chiefs—one for times of peace and another for times of war. Though this concept is better suited to characters of higher Rank, even Novice heroes might end up chief in times of war, sickness, or some other great upheaval.

Priest: One kind of shaman, the priest sees to the spiritual well-being of a tribe. She speaks to the spirits on behalf of her people, and acts as the first line of defense against possession and other manifestations of manitous. Priests are responsible for the safety of tribal relics and holy places.

Medicine Man: Another variety of shaman, the medicine man holds court with spirits too. But his rituals are designed to compel favors from them—healing the sick, bringing more buffalo, and ensuring healthy crops. Medicine men sometimes undertake vision quests to discover secrets that help them solve their tribe's problems.

Scout: Young, fearless warriors often serve as scouts for their tribes, and sometimes for whoever pays best. Everyone from the Rail Barons to the Texas Rangers has Indian scouts in their employ, especially in the Disputed Lands, and they pay them handsomely for their work. Scouts need to be fast, stealthy, and wise in the ways of tracking and survival.

War Leader: Equal parts warrior and shaman, the war leader calls upon the spirits to bring him victory in war and protection against harm. War leaders ask for one thing—the ability to ruthlessly whip their foes in battle. Typically they're not the best fighters or most powerful shamans, but what they lack in each they make up for with diverse talents.

The Tribe

To an Indian the tribe is everything. It provides a foundation for his relationship with nature, the spirits, and the rest of the world. The tribe keeps its history alive through its own language, religion, and way of life. More so than in white society, an Indian has a sacred bond with his people and the land that sustains them.

A nearby sidebar briefly describes the various tribes. Choose one for your character. There are actually hundreds of tribes scattered throughout the Americas, but the ones we've presented here are the major players in the Weird West. If you'd like to play a character from one of the smaller tribes, talk it over with your Marshal.

Some characters are tribeless due to exile, war, or just being separated from their people and trying to get home. These unfortunate *hombres* are likely to have the Outsider Hindrance.

Allies and Enemies

Every tribe has allies and enemies, and these predispositions tend to apply to most members of the tribe. Allies welcome your hero into their village, while enemies are far more likely to shoot or scalp your hero on sight. If your character is particularly ornery around tribal enemies, you might consider taking the Intolerant Hindrance (see page 19). The "Noble Savages" sidebar (on page 20) contains more ideas for customizing *Savage Worlds* Hindrances and Edges to your Indian character.

Tribal Markings

Each tribe has distinctive ways they dress, paint themselves and their horses, identify rank, and honor their totem spirits. Unless there's a good reason to do so, Indians do not typically hide these things.

Anyone interested in identifying your Indian hero's tribe and tribal role can make a Common Knowledge roll (typically at -2, unless the identifier is an Indian or has some special knowledge of Indian ways). With a success, the hero's tribe is identified. On a raise, the observer identifies your hero's tribe, role, and totem spirit (if any).

Tribal Languages

Most Indians speak English these days, due to the old reservation system, the presence of white missionaries, or simple daily contact

with white cultures. But the tribes keep their own languages alive by teaching them to those youngsters who will listen and remember. With the rise of the Old Ways among the tribes, tribal languages have seen resurgence. See the *Deadlands Player's Guide* for the rules on Languages; knowing a tribal language requires the purchase of a Knowledge skill.

The nearby sidebar shows the six major language families of Indians in the Weird West. Tribes within the same family can communicate with each other in a rudimentary fashion—making up for missing words with sign language and Spanish—but this requires a Knowledge (Language) roll for anything more involved than basic greetings and simple statements (at the Marshal's discretion). Mistranslations have sometimes led to tribal conflicts lasting for generations.

NEW HINDRANCES

Here are some new Hindrances to diversify your hero. Anyone can saddle his hero with one of these Hindrances, although Coup Counter is typically reserved for Indian characters.

Allergy (Minor or Major)

Your cowpoke suffers an aversion to a relatively common condition or substance, such as pollen, sawdust, peanuts, horse dander, etc. Whenever he's exposed to the substance (generally getting within 5' of it, but this depends on the allergen) he must make a Vigor roll or suffer a level of Fatigue. For the Minor version, your hero makes a Vigor roll at -1, and any Fatigue lasts 1d6 hours. For the Major version, the Vigor roll is made at -2 and if it's failed the Fatigue lasts for a whole day.

Coup Counter (Minor)

Your brave always tries to count coup on an enemy before entering combat. If there is an opponent your hero can potentially reach in one round (Pace plus running die for the

LANGUAGE FAMILIES

The six language families and the tribes that speak them are:

Algonkian: Blackfoot, Cheyenne, Arapaho, Gros Ventre, Cree, and Cherokee.

Athabaskan: Apaches, Navajo, Hupa, Haida, Tsimshian, Wakashan, Salishan, and Klamath.

Caddoan: Pawnees, Arikara, and Wichita.

Siouan: Mandans, Hidatsas, Crow, Lakota (Sioux), and other small Plains tribes.

Shoshonean: Shoshoni, Comanche, Ute, Hopi, Kiowa, Paiute, and Yaqui.

Hokan: Pomo, Mojave, Yavapai, and Cocopah.

character, a mount, or other conveyance), the first action he takes must be to count coup by touching that foe with his coup stick. If you want your character to perform another action (such as an attack) instead, you must spend a Fate Chip (any color) to make it happen. Counting coup requires a successful Touch Attack (Fighting +2) with the stick. This "attack" must do no damage to count for coup.

On the positive side, tribes who follow the coup tradition (primarily those of the Plains) typically afford a coup seeker greater status. When the Marshal rolls for a random NPC Reaction for them (as opposed to a predetermined one), he adds +2 to the roll.

Intolerant (Minor or Major)

With all the fighting that's been tearing apart the Disputed Territories, you can be sure there are lots of folks who have developed a disliking for those who done them wrong. While racism is the province of villains in 1880, and most folks are willing to look past a person's appearance to judge them by their actions, there are some who simply dislike those from another culture and believe their own culture to be far superior.

NOBLE SAVAGES

Though it might seem like we omitted some options for native characters, you can recreate them by adapting the Edges and Hindrances in *Savage Worlds*. That doesn't mean you have to rewrite the rules, it just means you should give some thought to the "Trappings" of your Indian character's various perks and drawbacks.

For example, let's look at Background and Social Edges. The Noble Edge could indicate a respected member of the tribe who also has extensive obligations to her people, such as a chief. Charisma bonuses are universal, as other tribes—even white men and enemy tribes—recognize the hero's position and respect it (though this effect is countered by the Intolerant Hindrance). The Connections and Followers Edges could be detailed as pertaining to allied tribes or warriors. Rich doesn't necessarily mean money where Indians are concerned, but it can indicate a large number of wives (or husbands), horses, or lodges.

Hindrances can also be customized to suit your hero. An Indian who cleaves to a Code of Honor may have very different ideals from your typical law dog. A warrior's Death Wish might not be mere fatalism—maybe that hero is fulfilling a tribal prophecy or playing a part in his tribe's mythic circle that reoccurs through the ages. Since many native peoples afford a great deal of respect to their elders, that Elderly Hindrance isn't quite so bad when the hero is among her own tribe. Vows can easily refer to tribes, warrior societies, or spirit pacts.

Use the Outsider Hindrance to do your heavy lifting. It can represent a whole host of conditions—a lone Indian scout among whites, a warrior exiled from her tribe, a brave raised among a tribe that is not his own, even a white who has "gone native." The list goes on. If you think the Trappings warrant a -2 to your Charisma, then shape the Outsider Hindrance to fit the circumstances and hit the trail.

Specify the target of your hombre's Intolerance. He can't help belittling this culture—and members of it—at every opportunity. A character taking the Minor version has -2 Charisma among members of that culture. The penalty increases to -4 for the Major Hindrance.

In both cases, the character may not use Leadership Edges with members of the specified culture unless he has worked with them for at least one week.

Trouble Magnet (Minor or Major)

Things never go smoothly for this hero, no matter how hard he tries. At least once per session, the Marshal should have trouble wander across the hero's path. This might be someone who recognizes him while he's trying to infiltrate a Confederate fort, some enemy reinforcements joining a battle, or a terrible storm headed straight for his campfire.

The intensity of the trouble depends on whether a character has the Minor or Major version, but is otherwise left to the Marshal's discretion. Be warned though—having multiple heroes in the posse with this Hindrance does result in multiple troublesome effects.

NEW EDGES

Here are a few new Edges to improve the fortunes of bold heroes. You might just find yourself needing them in the Disputed Lands, stranger.

Background Edge

Gallows Humor

Requirements: Novice, Taunt d6+

It's said Georgians and Louisianans make jokes about the direst situations. They can stare the Grim Reaper himself in the face, just so long as something about him strikes them as funny. It's a skill that serves anyone well.

When a character with this Edge fails a Guts check, she may immediately re-roll using her Taunt skill with the same modifier. If the Taunt roll is also failed, the hero suffers the effects of Fear. If that effect is a roll on the Fear Effects Table, it is made at +2. It's pretty terrifying when a joke backfires!

Because it's no fun keeping a joke to oneself the ridiculing phrase must be spoken aloud by both the player and the character. Being gagged or otherwise speechless deprives a character of the benefits of this Edge. In other words, you have to actually make light of the situation – no joke, no roll.

Combat Edge

Two-Gun Kid

Requirements: Veteran, Marksman, Two-Fisted, Shooting d10+

A gun in each hand is your trademark. When they speak, folks listen—and die. During any round in which he does not move, the gunslinger with this Edge can apply his Marksman bonus to two separate targets.

Weird Edges

Knack

Requirements: Wild Card, Novice

As noted in the *Deadlands Player's Guide*, this Edge should only be taken during character creation (unless there's a good reason for the hero to "discover" her latent powers at a later date).

The Weird West is a superstitious place, and that goes double for the Indian Nations. Native peoples live in harmony with the spirits of the land and the sky, and are said to call upon them for aid. While that's more than many whites can understand, the fact is Indians live mythical lives in a mythical land.

Here are some more special events that may have coincided with the time of your birth. These new knacks aren't limited to natives



only; some have been picked up by settlers or have a corollary to beliefs from other cultures. Each one gives you access to a special ability, which you can activate by using a Fate Chip (of any color). If you don't have a Fate Chip to spare, you can't use your knack.

Shooting Star: A shooting star or comet lit up the sky at the time of your hero's birth, and many believe it foretold his skills as a great leader. At the beginning of any combat, you may spend a white chip to increase the range of effect for your Leadership Edges to a distance equal to your Spirit die type. A red chip increases them to Spirit x2, and a blue chip to Spirit x4. The increased range lasts until the end of the fight.

Spirit Touched: Your character was contacted by some entity from the Hunting Grounds before his birth. It has guarded him ever since. Shamans call this a guardian spirit, blessed tend to view it as a guardian angel or patron saint, and voodooists refer to the person as "favored chual" of a particular loa. Folks touched by Magic are a relatively new phenomenon, and their link to dark and destructive manitou spirits has resulted in the nickname "tempests."

DEADLANDS: THE LAST SONS

Choose a single power from either the Miracles (Voodooist), Shamanism, or Magic list depending on what type of spirit guards your hero. Once per session you can spend a Fate Chip to activate the power. By spending a white chip, the character gains 5 Power Points with which to activate the power during that session. A red chip grants 1d6+5 Power Points (and does not grant the Marshal a draw from the pot), and a blue chip grants 2d6+5 Power Points. A Legend chip grants the same as a blue chip, but the character also gains a +2 bonus to activate the power. In all cases the character makes a Spirit roll to enact the power. The spirit cannot maintain the power forever, and the points are lost at a rate of 1 per hour. Any points remaining at the end of a session are lost.

Because manitous are so unpredictable, tempests with this knack take a bigger risk than other spirit-touched heroes. If a tempest rolls a 1 on his Spirit die (regardless of the Wild Die) the manitou takes control of the power. Damaging effects are directed at a random ally, while beneficial spells affect the most powerful enemy in the area.

Storm Born: You were born in the midst of a great storm. Among your people it is said that fear has no power over you. If you spend a white Fate chip to reroll Guts, you ignore any penalty other than the local Fear Level. If you spend a red Fate chip to reroll Guts, you ignore *all* penalties, including the local Fear Level. You may also spend a blue Fate chip to allow everyone within a range of your Spirit in inches to reroll a Guts check (including yourself), ignoring any penalty other than Fear Level.

Liquid Courage

Requirements: Novice, Vigor d8+

Whether it's called joy juice, tiger piss, or just good ol' whiskey, alcohol has an amazing effect on you. Down at least 8 ounces of the stuff and you're

virtually unstoppable. The round after the character drinks at least 8 ounces of hard liquor (three times that in beer or twice that in wine), his Vigor increases by one die type (which also increases his Toughness), and he ignores one level of wound modifiers (which stacks with other abilities that ignore wound penalties).

The effect lasts for one hour, and has no detrimental effects on brainpower, Agility, or other functions. If the character is looking to get drunk and does so, he retains the benefits above but suffers -2 to all Smarts and Agility-based rolls for as long as he continues to drink, and the next 1d6 hours thereafter.

Patron Spirit

Requirements: Novice, Arcane Background (Miracles), Spirit d8+

A Patron Spirit might be a guardian angel, a patron saint, a helpful loa, or some other entity that fits the blessed's beliefs. By spending a Fate chip, the blessed with a Patron Spirit may call upon it at any time to aid her in maintaining miracles. A white chip



NEW POWER

extends the duration by the base amount (i.e., a power normally active for 3 rounds lasts 3 more rounds). A red chip extends the duration by twice the base amount, and a blue chip extends the duration by three times the base amount. A Legend chip extends the duration of a power by five times the base amount.

A character may never have more than one patron spirit at a time; if a hero has both Knack (Spirit Touched) and Patron Spirit, both Edges apply to the same spirit.

Seen the Elephant

Requirements: Veteran, True Grit, Guts d8+

Soldiers are routinely exposed to carnage that's inconceivable to civilians. The rumble of cannon fire is like the chirping of crickets at night to a soldier who's seen the elephant. The memories haunt them long after a battle ends, but as compensation they no longer have quite the same reaction to terrifying events. When a hero with this Edge has to roll on the Fear Effects Table, he subtracts -4 from the roll—being numbed by trauma has its benefits.

Totem Spirit

Requirements: Novice, Arcane Background (Shamanism), Spirit d8+

The shaman with this Edge may choose one favored power linked to his totem (see sidebar for ideas). The favored power must be one that is available to shamans. If the shaman gets a raise when activating that power, the totem provides the energy and the base power point cost is halved (round down). The shaman must have the points to use the power in the first place. Should the shaman ever suffer a penalty to Tribal Medicine skill for failure to perform ritual offerings (as described in the *Deadlands Player's Guide*), he loses access to his totem spirit for 1d6 days.

A character may never have more than one totem spirit at a time; if a hero has both Knack (Spirit Touched) and Totem Spirit, both Edges apply to the same spirit.

What is known as the "Hunting Grounds" to Indians is called many things by many cultures. But all agree that it is a place beyond what most mortal eyes can see. It is a strange, twilight world populated by spirits, where emotions and their residue sometimes take on physical form. Indians have long looked to this world as a source of inspiration, guidance, and wisdom. Other cultures have done so as well, after their own fashion.

Among Indian shamans it is believed that the Hunting Grounds are sick and overrun with manitous. The sickness that infects the spirit world bleeds over into this one, causing all the troubles of the Weird West. Many shamans use the *vision quest* power to ask questions of the spirits, but others learn mystical secrets long forgotten. They learn to project their souls into the Hunting Grounds, or tear open doorways to physically step through into the twilight land.

Traveling in the Hunting Grounds, whether in spirit form or "in the flesh," is dangerous to say the very least. (That's if you even believe such things can be done, amigo.) When heroes fight an abomination in the physical world the stakes are pretty high. In the Hunting Grounds the stakes are even higher. When an hombre loses he might end up serving the dark forces forever. Tread lightly.

The following power allows characters to take an active hand in dealing with the Hunting Grounds.

Contact Spirit World

Rank: Special

Power Points: Special

Range: Special

Duration: 1 hour (1/hour)

This power is used to *contact* the Hunting Grounds in various ways. As the arcane character goes up in Rank he grows more skilled at manipulating spirits and their realm.

NATURE TOTEMS

Here's a list of common nature spirits for Indian characters who have the Totem Spirit or Knack (Spirit Touched) Edge. Others are possible—just be sure to talk it over with your Marshal first.

Bear: The bear is a healer and nurturer, the maternal beast that walks upright like a man and raises its young. Medicine men hope to see bears in their visions, for their appearance foretells powerful healing medicine. Bear's favored power is *healing*.

Buffalo: The buffalo is a central symbol of the Ghost Dance movement. The buffalo is the animal of the Creator himself, and is associated with vision seeking and blessings. Buffalo's favored power is *vision quest*.

Coyote: Coyote is the trickster and teacher, making fun of fools and educating those who need it. Sometimes his lessons are harsh, but Coyote never fails to make his point. *Shape change* is Coyote's favored power.

Crow: Crow is the mean-spirited counterpart to the better-natured Coyote. While Coyote uses trickery to teach, Crow uses it to punish the wicked. Crow's favored power is *curse*.

Eagle: The Eagle is spirit medicine incarnate, the father of all other spirits save the white buffalo. The Eagle soars high above the Hunting Grounds as it soars over our world, seeing everything. Indians guarded by the Eagle spirit see deep into the future and past, as the Eagle itself sees deep into the worlds. Eagle's favored power is *mind rider*.

Elk: The Elk foretells prosperity and peace for the tribe. It is rare to find this totem in desert lands, for life is hard where there is no water. The *protection* power is favored by Elk.

Owl: The Owl foretells death. It is a mighty hunter, but its favorite prey is much smaller

and weaker than itself. Some brave Owls take on rattlesnakes or Gila monsters. Ironically, white men mistakenly associate this portent of death with wisdom. Owl's favored power is *fear*.

Raven: The Raven was once associated with knowledge and wisdom, but now it foretells war and the end days. Yet to say that Raven is evil is not entirely accurate. Wise people know war is inevitable, sometimes even necessary. Due to the activities of groups like the Order of the Raven, these days the totem is considered "bad medicine" in most parts of the Weird West. The favored power of Raven is *smite*.

Snake: Snakes are bearers of wisdom and speakers to the spirit world. It is said that a snake of stars stretches across the heavens, and that another snake wraps itself around the rim of the world. Snake's favored power is *contact spirit world* (see page 23).

Spider: The Spider is the poisonous spinner of webs. It is both creator and destroyer—consuming its mate and spawning children by the millions. Its webs are beautiful, but they exist only to snare the weak and foolhardy. The favored power of Spider is *entangle*.

Turtle: The Turtle is associated with luck and prosperity like its brother the Elk, but is much more common throughout the Plains and Southwest. Turtle favors the *deflection* power.

Wolf: The Wolf spirit carries powerful hunting medicine with it. Packs of wolves teach young Indians to travel in numbers and select only prey offered by the nature spirits. Since Wolf is the guardian spirit of powerful leaders, a character must have either the Heroic or Loyal Hindrance to claim Wolf as her totem. Wolf's favored power is *quickness*.

The Marshal has more information on all the following uses. A character may learn this spell while of Novice Rank, but cannot make use of the more powerful functions until he attains the appropriate Rank.

A shaman who possesses the crystal from an uktena's skull (see the *Deadlands Marshal's Handbook*) receives a +1 on Tribal Medicine rolls to use the *contact spirit world* power, due to the gemstone's intrinsic connection to the Hunting Grounds. Similar tokens may be available for other Arcane Backgrounds at the Marshal's whim.

Cost	Rank	Power
3	Novice	Summon Lesser Spirit
4	Seasoned	Summon Normal Spirit
5	Veteran	Spirit Travel
6	Heroic	Group Spirit Travel
7	Legendary	Open Portal

Summon Lesser Spirit: The caster calls forth a lesser spirit. He cannot summon manitous, and the caster can't specify the type of spirit he wants to call up unless he knows an individual spirit's true name. The Marshal has a handy table on page 66 to determine which spirit answers the call.

Once the spirit arrives the caster engages it in an opposed Spirit test. If the caster fails the spirit vanishes. On a roll of snake eyes the spirit attacks the caster in a rage, but vanishes as soon as it or the caster takes one wound.

On a success the spirit reveals its abilities and the caster can demand one service from it. This must be a single, simple, and specific act on behalf of the summoning character (e.g., "Guide me to the village of my ancestors," or "Guard me from harm until I leave the Hunting Grounds."). With a raise the caster also learns the spirit's true name, and the act can be more complicated and include a few contingency plans along the way.

Summon Normal Spirit: The caster calls forth a normal spirit. This is just like summoning a lesser spirit, except for the higher Power Point cost and Rank requirement. Oh, and the spirit is likely to be more powerful. Never call up anything you can't put down. (Greater spirits cannot be summoned with this power—they are unique beings and can only be called through specific rituals known only to the very old and very wise.)

Spirit Travel: This power allows the caster to project his soul into the Hunting Grounds for the purpose of contacting spirits, gaining insight into a thorny problem, or perhaps viewing the impressions left by past events. Once the power is activated it takes 1d6 rounds for the transfer to take place. The caster simply "wakes up" in the spirit world.

For the most part, physical objects don't go along for the ride. Relics and other enchanted items always accompany an owner for free. If the caster wishes to bring other items to the Hunting Grounds, it costs 1 additional Power Point per natural item (bow and arrows, stone tomahawk, clay pot), and 2 additional Power Points for each manufactured item (steel blade, gun, jet pack).

While the caster's soul travels the Hunting Grounds, his body remains in the physical world in a comatose state. Typically the astral traveler appoints some guardian to look after his body while he's gone. If it's not cared for, the caster's body will eventually die of Hunger or Thirst (see *Savage Worlds*).

The power lasts until the journey is complete. It is wise to have some goal in mind when traveling to the Hunting Grounds. The spirit world is dodgy, even for those who only travel there astrally! The Marshal has more information about what sorts of things might happen along the way.

Group Spirit Travel: This power is just like spirit travel except the caster can take along a maximum number of companions equal

DEADLANDS: THE LAST SONS

to his Spirit die. All the companions' souls leave their bodies with the caster as described above.

Open Portal: The caster tears open a doorway into the Hunting Grounds, through which she and a number of companions equal to her Spirit die can physically travel. It takes each character 1 round to pass through the portal, after which the caster and any companions arrive in the Hunting Grounds. All the characters' personal gear travels with them to the Hunting Grounds.

Reasons for physically traveling to the spirit world include rescuing a lost soul, or retrieving a relic or medicine object that has been hidden there.

This power can also be used to open a portal from the Hunting Grounds to the physical world, but it's more difficult to do so.

Apply a -2 penalty to the roll in this case. For this reason some travelers prefer to keep their portals open while they mosey about in the Hunting Grounds. This practice isn't without risks, though. You never know what's liable to step through an open portal when nobody's looking...and it usually ain't good news.

Trappings:

Blessed: Voodooists only. Houngans and mambos experience the Hunting Grounds as the dark and shadowy world of the loa.

Huckster: Not available.

Mad Scientist: Pan-dimensional lure, ectoplasmic net, astral helmet, dreamlands elixir, worldgate, ghost looking-glass.

Martial Artist: Not available.

Shaman: Chanting, dancing, incense, fire, sacrifices, peyote, sweat lodge, grueling physical exertion.



Gear & Goods

Some folks make a decent living in the Disputed Territories. Others rise every morning with two problems—how to find some dinero and how to spend it. Finding the cash is up to your hero, but here are a few suggestions on how to handle the spending part.

GEAR NOTES

Bow and Quiver Case: A bow and quiver case holds one bow and 10 arrows.

Ceremonial Object: Ceremonial masks, depicting the faces of ancestors, heroes, or spirits, are used by many tribes and cultures as part of their rituals.

Coup Stick: A practice of the Plains Indians, “counting coup” generally means showing extraordinary bravery in battle. Probably the most-respected sort of coup is when a warrior gets close enough to touch his enemy with the ornate, decorated coup stick before escaping unharmed.

Counting coup requires a successful Touch Attack (Fighting +2) with the stick. This “attack” must do no damage to count for coup. It is only considered counting coup by the tribe if the opponent is armed and dangerous, and it never works on the same enemy twice.

Touching a sleeping warrior is only a coup if the stick wielder wakes him first.

Counting coup bestows upon the hero a higher status among her tribe. In the next encounter with her tribe after successfully counting coup, the Initial Reaction of NPC tribe members is automatically increased by one step. This is a one-time bonus for each successful coup, and multiple coups are not cumulative.

Peyote: Peyote buttons, a strong hallucinogen, grow on cacti and are used by some Indian mystics to spark *vision quests*. A hero who eats a peyote button gains +1 on a Tribal Medicine roll to enact the *contact spirit world* or *vision quest* power, but subsequently suffers -2 to all Smarts and Agility-based rolls for 2d6 hours.

Shields: Indian shields are made by stretching hide over a wooden frame, which is carried on the arm for protection. Most are ornately decorated with tribal and religious

DEADLANDS: THE LAST SONS

NATIVE GEAR

ITEM	COST	WEIGHT
Clothes		
Buckskin shirt	\$3	1
Moccasins	\$2	—
War bonnet	\$5	—
General Equipment		
Basket, wicker	\$2	2
Blanket	\$3	5
Bow and quiver case	\$3	3
Ceremonial object	\$5–15	3
Coup stick	\$6	1
Drum	\$8	6
Flute	\$10	2
Peyote, 6 buttons	\$5	—
Pot, clay	\$1–10	8
Snowshoes	\$10	4
Tipi	\$15	—
Travois	\$12	—
Shields		
Medicine shield (Small)	\$10	6
War shield (Medium)	\$20	10

symbols. A small shield grants +1 Parry. A medium shield grants +1 Parry, and provides +1 Armor against ranged shots that hit. Due to their rustic construction, small shields have Toughness 6, and medium shields Toughness 8. Both are affected by blunt and cutting damage.

Snowshoes: This footwear might look funny to hombres who've never seen them in action, but for those "in the know" they're invaluable for winter travel. A pair of snowshoes negates the effects of Heavy Snow (see page 72) on the wearer.

Tipi: A large, conical tent used for centuries by the Indians of the Great Plains. The structure consists of several poles lashed together at the top, and a large piece of cured, decorated hide stretched around them to provide shelter. A hole at the top allows the smoke of a campfire to escape. A tipi holds up to eight sleepers comfortably, but will shelter as many as 12 in a pinch.

Travois: Nomadic tribes carry their belongings on a travois, a palette of hide stretched over a wooden frame that is dragged behind a horse. A travois can carry up to 400 pounds of goods and gear, and hardly slows down a strong horse.

INTERNAL DEVICES

Steam Cart

Cost: \$1,200

A steam cart is little more than a railroad handcart that's been modified to include a ghost rock boiler, armor plating, and varied weaponry. These small vehicles are used to move crews of rail warriors around the Disputed Territories quickly—sometimes for repair and other times to lay waste. Your basic steam cart includes a boiler, so you don't have to bust a sweat moving it by hand. For

an extra \$500, the cart includes armor plating (Light Cover for passengers, Medium for the driver and those who crouch down).

Common Weapons: Add an additional \$50 per weapon mount—a steam cart can hold up to four implements of destruction. These are typically Gatling guns, but flamethrowers aren't unheard of.

Acc/Top Speed: 5/15; **Toughness:** 12 (4); **Crew:** 1+5; **Cost:** \$1,200; **Notes:** Functions only on railroad tracks; Travels approximately 60 miles on one pound of ghost rock.

Malfunction: On a roll of a 1 on the Driving die (regardless of the result of any Wild Die), the ghost rock boiler explodes, causing 3d10 damage to everyone in a Large Burst Template (including the steam cart and anyone riding it).

Steam Velocipede

Cost: \$800

This steam-powered bicycle is the vehicle of choice for those who want a quick means of transportation without the hassle of feeding and watering a horse. It's only for one person (unless one opts for the sidecar), but it moves like the wind! The basic vehicle comes with two solid rubber tires, a high-efficiency ghost rock steam engine, and rugged off-road frame. A sidecar is available for an additional \$100.

Common Weapons: For an extra \$50, a ring mount capable of holding a Gatling gun can be fitted to the sidecar.

Acc/Top Speed: 10/20; **Toughness:** 8 (2); **Crew:** 1 (+1 with sidecar); **Cost:** \$800; **Notes:** Travels approximately 100 miles on one pound of ghost rock.

Malfunction: On a roll of a 1 on the Driving die (regardless of the result of any Wild Die), the ghost rock boiler explodes, causing 2d10 damage to everyone in a Large Burst Template (including the velocipede and anyone riding it).

SECRET SERVICES REVISITED

Ever since the close of the November Offensives of '76, Agency operatives and Texas Rangers have waged a clandestine war in the Disputed Territories. Like shadowy chess players they feint and maneuver, all in an attempt to discover what caused—or is still causing—what Agents refer to as “the Event,” or more specifically, *Event 070363*. Rangers just call it “bad news.” Whatever the name, the Agency and the Texas Rangers can agree on exactly one thing, and that's how to stop it: keep it a secret.

Now the fires of war threaten to flare out of control throughout the Disputed Territories. Already torn by 25 years of guerilla warfare, it's hard to believe the situation in Colorado, Kansas, and Oklahoma could get any worse.

REQUISITIONS

Every Agent starts his career with a shiny new Gatling pistol, just as every Texas Ranger is issued an expurgated copy of *Fugitives from Justice in the Confederacy*. Eventually your hero might find himself between a rock and a hard place, and in need of more than just the usual tools. That's when you call in the Big Guns.

So how does your Agent or Texas Ranger get his hands on some new toys? Glad you asked, amigo. For the most part, it comes down to a Persuasion roll. But the requisition process also involves going through the proper channels and filling out the correct paperwork—in triplicate where the Agency is concerned.

Attempts to file a requisition often turn into adventures of their own. And even if you do everything right there's no guarantee of success. Better make sure you *really* need that device, hombre.

DEADLANDS: THE LAST SONS

REQUISITION MODIFIERS

AGENCY REQUISITION MODIFIERS

Rank	Modifier
Grade 0	N/A
Grade 1	+0+
Grade 2	+1+
Grade 3	+2+
Grade 4	+3+
Grade 5	+4+

TEXAS RANGER REQUISITION MODIFIERS

Rank	Modifier
Private	N/A
Corporal	-1-
Sergeant	+0+
1st Sergeant	+1+
2nd Lieutenant	+1+
1st Lieutenant	+2+
Captain	+2+
Major	+3+
Lt. Colonel	+3+
Colonel	+4+

1. Contact HQ

To requisition anything from a length of rope to a top-secret device, an Agent or Ranger first has to get in touch with his superiors. This is often easier said than done. If there's no local branch office—which is most often the case—a modest journey may be in order. If that's not feasible there's always a telegraph, but these aren't the most reliable way of making contact in the Disputed Territories. Posting a letter is slightly more dependable, but on your typical mission there's not enough time to send a letter and wait for the eventual response. If you can't make contact, you can't requisition gear from your Secret Service.

2. What's Your Security Clearance, Tex?

Agents of Rank 0 and Texas Rangers who are mere Privates don't have the right to file requisitions yet. Sorry, friend, you're going to have to prove yourself worth the trouble first. Agents or Rangers of higher Ranks should consult the nearby table to see what sort of Requisition Modifier their Rank gives them. (Note that Texas Rangers have a slightly harder time getting their requisitions through—the Rangers' motto of "One riot, one Ranger" is taken *very* seriously.)

Classified high-tech devices also have Requisition Modifiers based on their cost, rarity, and relative danger. Some devices simply aren't available to Agents or Rangers beneath a certain Rank. When this is the case for a given item, it's listed next to the Requisition Modifier.

3. Of Course I Have a Good Reason!

Now it's time for that Persuasion roll we mentioned. Apply your hero's Requisition Modifier, as well as the Requisition Modifier listed for whatever piece of gear she's trying to secure. The Marshal might apply a further ad hoc modifier depending on the particulars of the situation (for instance, if your Agent's superior was almost blown to smithereens due to your Agent's negligence, it's probably



DEADLANDS: THE LAST SONS

worth a -2 at least). Requesting multiple items incurs a -1 penalty for each additional one beyond the first.

The Agent only gets to apply his Charisma modifier, and bonuses from other Edges (such as Snakeoil Salesman), if the request is made in person. Otherwise he has to rely on his Rank to get things done. The Reputation Edge adds +1 to the roll, no matter the circumstances of the request.

Success on the roll means the Agent or Ranger gets what he wants, and a raise indicates it's available immediately (see Step Four, below). A failed Persuasion roll means your hero's request is politely but firmly denied. If the roll is snake eyes, the request is denied and the character's superior suspects him of cowardice, trying to defraud the organization, or some other unseemly behavior, resulting in a -1 on your hero's next roll on the Promotion Table (see the *Deadlands Player's Guide*). Tough break, compadre.

Agents are typically only allowed to submit one requisition every two weeks. Rangers are limited to one per month. More than that results in a -2 penalty per requisition beyond the first, which is cumulative. Just so we're clear, that means an Agent trying to file three requisitions in a two-week period would suffer no penalty on the first one, -2 on the second, and -4 on the third.

4. How Long Is This Gonna Take?

As noted above, a raise on the Persuasion roll means requisitioned goods are available immediately, plus any shipping time required. With a success the typical wait time is 1d4 days plus shipping (plus the amount listed in the device's description, if any). The Marshal is given free rein to modify wait time based on the circumstances.

For example, if the posse rides all the way to Denver, visits the Agency's Supernatural Research Facility (that's "SRF" to all you Agents), and requisitions nothing but one measly code wheel, the wait time is likely to

be none. On the other hand, the Texas Ranger who sends a telegraph from Fargo requesting seven cases of Mk II Rains hand grenades is going to have to wait a long time. Maybe forever, amigo.

SECRET SERVICES GEAR

Now that you have the lowdown on how to request gear, let's get to the heart of the matter: all those wonderful toys. None of these items are available for purchase. They can only be requisitioned by Agents and Texas Rangers in good standing and of sufficient Rank. In special circumstances (as decided by the Marshal) certain items might be assigned to a hero for use on a given mission—or indefinitely—but these occasions are rare.

Your hero might be able to get hold of one or another on the black market (for an astronomical price determined by the Marshal), but you can be sure whichever secret service used to own it will come looking for their property sooner or later.

Agency Devices

Automatic Key

Requisition Modifier: -2

Looking rather like a spring-loaded six-shooter with some sort of overly complicated dentist's probe protruding from the barrel, the automatic key adjusts to the tumblers of a keyed lock and opens it. The process takes only seconds.

The automatic key opens any keyed lock with a successful Smarts roll (at +2 if the user has the Lockpicking skill).

Malfunction: Failure on the Smarts roll means the automatic key has been damaged, and requires a Repair roll (-4) before it functions again. On snake eyes the automatic key is irreparably destroyed and the lock is jammed (requiring a Repair roll to fix).



DEADLANDS: THE LAST SONS

Black Duster

Requisition Modifier: -1

This article of clothing is responsible for the nickname given to Agency spooks out West — “men in black.” An Agency-made black duster has heavy cloth strips and light chain armor pieces sewn into the lining to provide some protection for the wearer’s upper body. These strips give the spook Armor +2 on the torso and arms.

The duster is cut along the sides to allow the spook to draw her weapon easily. Furthermore, the pockets have slits so the operative can sneak her hands to a holstered weapon without them leaving her pockets. There are also numerous interior pockets where the Agent can hide small items. Any cowpoke searching the wearer without removing the duster gets a -2 to all Notice rolls to find small items hidden in the coat.

Boot Knife

Requisition Modifier: +0

No, we don’t mean a holdout knife stuffed into a boot sheath—although some operatives do carry those as backup weapons. Agency boot knives are actually built into the sole of the shoe and spring-loaded so the spook can extend and retract the 2” to 3” blades with a little bit of toe dexterity or perhaps a special heel tap. A boot knife does Str+d4+1 damage (AP 2).

Code Wheel

Requisition Modifier: +0

The code wheel is a common method of encrypting and decrypting secret communications. The device consists of flat disks that turn independently of each other, with two or more alphabets inscribed on the outer rim. Two parties need only set their code wheels to the same position. A message is translated by substituting each letter in the message with the matching one on the outer wheel.

Using a code wheel requires only a Smarts roll. By the same token, breaking a code is relatively simple—it takes only a Smarts roll (-4), or a Knowledge (Cryptology) roll at -2.

Disguise Kit

Requisition Modifier: -2

A favorite of Nevada Smith, the “Man of a Thousand Faces,” this collection of makeup, wigs, false beards, moustaches, and other accessories is designed to assist an operative in disguising his or her identity. It provides a +4 bonus to Persuasion rolls made to convince others of the ruse. Agents lacking the Persuasion skill may ignore the -2 penalty for unskilled rolls when using the kit.

The kit also contains a few hard-to-come-by articles of clothing, including uniforms for both Union and Confederate officers, a selection of rank and branch insignia for said uniforms, and replica badges for both Union and Confederate law men (including US Marshals). The kit is fairly large and comes in a plain, medium-sized steamer trunk.

Ectoplasmic Calcifier—Mk II

Requisition Modifier: -6 (Grade 4 and above; +2d4 weeks wait time)

This is one of the most unusual items in the Agency’s arsenal. The device resembles a souped-up flamethrower with a single large tank and electrical coils wrapped around the firing nozzle. When activated it spews out what looks like flaming electricity, but is actually a colloidal suspension of ghost rock particles mixed with a saline solution and adhesives.

Against normal folks, the calcifier is fairly useless unless your goal is to slime ‘em. Against non-corporeal targets (that’s “ghosts” for all you superstitious types), the electrical charge, combined with the colloidal solution, can somehow render these targets temporarily corporeal—and vulnerable to normal attacks! This state wears off quickly, so the spook had best have another weapon close at hand to dispatch the abomination.

The operative makes a Shooting roll. If he hits, the entity must make a Spirit roll. If he hits with a raise, the Spirit roll is at -2. If the incorporeal enemy fails, it becomes corporeal for 1d6 rounds. The tank holds enough liquid for 10 shots, and can only be refilled at the Denver or Boston Agency facilities.

Malfunction: If snake eyes come up on the Shooting roll, the calcifier backfires and instead turns the operative incorporeal. For 1d6 rounds treat the hero as if he had the Ghost Edge for Harrowed (see the *Deadlands Player's Guide*), but he remains incorporeal for the duration.

Exploding Pocketwatch

Requisition Modifier: -1

A common timepiece packed with enough explosives to make it the equivalent of a stick of dynamite (see the *Deadlands Player's Guide*). It is activated with a Smarts roll by depressing the handle on its top several times.

Two presses turn it into the equivalent of a hand grenade (it explodes upon contact when thrown). Three presses turn it into a time bomb (the amount of time until the explosion is set with the hands of the watch).

Malfunction: If the user's Smarts roll results in snake eyes, the watch explodes in his hand for full damage.

False Coin

Requisition Modifier: +1

The two sides of a false coin screw tightly together to create a tiny interior compartment. For practical purposes only \$5, \$10, and \$20 coins can conceal compartments of any useful size. Each coin can hold a single carefully folded note or map up to 4" square.

Anyone unaware of a false coin's true nature must succeed on a Notice roll (-4) to detect its purpose. Agents using these devices ought to exercise caution—entire operations have been botched when secret plans were mistakenly used to tip a bartender.



DEADLANDS: THE LAST SONS

False Playing Cards

Requisition Modifier: +1

False playing cards are one of the most unexpected methods of concealing documents or maps. These cards are actually two-ply; the face and the back are connected by a thin, gummy adhesive, which allows information and/or map segments to be secreted between the two pieces.

Detecting a false deck is difficult, normally requiring a Notice roll at -4. However, your average card sharp seems to have an unusually good eye for catching out-of-the-ordinary decks. A Gambling roll (-2) tells a sharp-eyed card player something's up, so operatives shouldn't use these in a "friendly" game in the saloon!

Gatling Carbine

Requisition Modifier: -2

The Agency carbine rifle has four revolving barrels and a top-mounted circular magazine. The magazine contains a clockwork mechanism to rotate the barrels as each round is fired. The carbine also has a spring built into its receiver to assist in the rotation, or to operate the weapon should the magazine fail.

Malfunction: On a roll of a 1 on the Shooting die (regardless of the result of any Wild Die), the user spins about wildly, spraying bullets everywhere. Treat this as a Suppressive Fire attack against everyone in a Large Burst Template centered on the user. The weapon can't injure more victims than it has bullets remaining.

Ground Stake

Requisition Modifier: +1

A ground stake is roughly the size of a railroad spike (and closely resembles one), but with a screw-off cap and hollow compartment inside. Operatives can place messages or maps inside and hammer the stakes into the ground at a designated location, then provide exact directions to the recipient. The top of

the stake can be left exposed, or covered with a layer of dirt to further conceal its position from prying eyes.

A ground stake can hold a surprising amount of goods, including 10 rifle bullets or a single-shot derringer.

Impenetrable Vest

Requisition Modifier: +0

The so-called "impenetrable vest" is really anything but. It provides the hero's torso with Armor +2 against all attacks—which means some attacks will be deflected while others won't. However, the impenetrable vest isn't designed to be a suit of armor. It's meant to provide some protection while concealing its true nature from observer. In this it succeeds quite well. On the outside, the impenetrable vest looks exactly like a normal vest and is available in a variety of styles, from leather trail clothing to posh wool or tweed. It's also available as a girdle for female operatives.

Listening Cone

Requisition Modifier: +2

This invention is little more than a brass cone the size of a shot glass, with a pair of rubber diaphragms inserted into the narrow end. Spooks use it for listening at doors, thin walls, and other barriers behind which folks hide to discuss nefarious plots. The wide end goes on the barrier and the narrow end into the operative's ear. The device gives a +2 to Notice rolls to overhear sounds behind the barrier.

Mnemomizer

Requisition Modifier: -4 (Grade 3 and above only; +1d4 days wait time)

The mnemomizer is a small, palm-sized, silver globe that opens when certain panels are pressed in the right order (to prevent others from using it or it going off while in an Agent's pocket). See the *Deadlands Player's Guide* for all the details.



Pistol Cane

Requisition Modifier: +0

The cane has a long pistol barrel concealed in its length and a firing mechanism in the handle. The barrel is so long because it incorporates a series of sound baffles, greatly reducing the noise of the shot. Shots fired from the cane are fairly quiet, but impose a -2 on Shooting rolls. A nearby bystander must make a Notice roll (-2) to hear the report. Farther away, the sound is barely noticeable.

Malfunction: If a Shooting roll results in snake eyes, the baffles give out without reducing the noise of this shot even a smidgen. They must be replaced before the cane will fire quietly again.

Sword Cane

Requisition Modifier: +2

The sword cane consists of a rapier (see the *Deadlands Player's Guide*) concealed within the body of a cane. A twist of the handle and the operative can draw 2½ feet of sharpened steel with which to defend himself!

Telegraph Tap

Requisition Modifier: -2

A telegraph tap allows an operative to cut into a telegraph line at any point along its length. The tap consists of a set of wire cutters, a receiving coil, and a set of earphones.

A tap can receive and transmit messages. The user chooses whether to allow the

DEADLANDS: THE LAST SONS

message through interrupted, alter it slightly, or stop it completely. This device is handy not only for monitoring the communications between individuals under observation, but also to aid in media control. A few changes to a pesky *Epitaph* reporter's story turn it from a dangerous exposé to a back-page fluff piece.

To make proper use of this device the character must make a Repair roll, or barring that a Smarts roll (-2). Also, it's likely the agent must climb a telegraph pole to tap into the line, so a few dice in the Climbing skill, or at least a good set of lineman's gear, are handy as well!

Malfunction: If the Repair or Smarts roll comes up snake eyes, telegraph impulses are dangerously magnified in the Agent's earphones. Since he was considerate enough to put them into his ears, the Agent takes 2d6+4 damage directly to the head.

Waterproof Drop Bags

Requisition Modifier: +2

Waterproof bags are one of the most common methods of transferring large quantities of documents or small equipment caches. These bags are about the size of a pair of saddle bags, but at an empty weight of 10 lb. are considerably heavier. The bags have a rubberized coating and a lining of lead pellets to weight them down in water. The bags come in joined pairs, and each bag can hold as much as a typical saddle bag.

Texas Ranger Devices

Bowie Survival Knife

Requisition Modifier: +0

The Bowie survival knife was developed by the mad scientists at Roswell, New Mexico—and they didn't stop at just adding a super-sharp, near indestructible blade. They decided to incorporate every conceivable survival aid into the knife, with no net weight

gain compared to an ordinary Bowie, thanks to the lightness of the ghost steel used in the blade.

Inside the Knife's hollow handle are a dozen matches (with striking pad), sewing needles and thread, and fishing hooks with line and leads. The handle compartment is sealed watertight by a screw-on cap, which has a liquid-filled compass on its top. The blade itself has saw teeth, and stays shiny enough to be used as a signal mirror.

Any Ranger lucky enough to carry one of these adds +2 to Survival rolls that involve its use. Used as a weapon, the Bowie survival knife has the same stats as a regular Bowie knife (see the *Deadlands Player's Guide*).

Fugitives from Justice in the Confederacy (Special Edition)

Requisition Modifier: -4 (1st Lieutenant and above only)

Every Ranger has heard the stories about "Chapter 13"—the secret part of the Ranger's Bible that contains Everything You Always Wanted to Know About Monster-Slaying (But Were Too Low-Ranking To Read). However, it isn't until they climb all the way up to the rank of 1st Lieutenant that they actually get to see it, instead of just getting some bits and pieces sent to them over a telegraph line.

A Ranger with access to a copy enjoys all the benefits of the standard edition. He also gains a +2 bonus on Knowledge (Occult) rolls, as well as a +2 bonus to all attempts at Tracking creatures of unnatural origin.

Getting a copy of the *Special Edition* is the Brigade's ultimate show of faith in a Ranger, and no one gets to be a recipient of that level of trust without fully understanding what's expected of them should this manual ever be in danger of being lost. In short, they are expected to die if need be to keep Chapter 13 out of the public eye, and that's just for starters.

Improved Whitworth Rifle

Requisition Modifier: -2 (Corporal and above)

The Confederates and British have become fast friends in their mutual struggle to “curb Yankee arrogance.” The Whitworth, which is manufactured in Britain, is a tad hard to come by in the Confederacy. Lucky the Brits are willing to share.

The weapon itself is a breech-loader constructed using ghost steel, and fires a unique hexagonal bullet propelled by an increased powder charge (like the LeMat Undertaker below). Rangers are typically issued one box of 50 special rounds with each successful requisition.

Malfunction: If a Shooting roll comes up snake eyes while using an improved Whitworth, the powder charge explodes in the barrel, deals full damage to the wielder, and destroys the weapon.

LeMat Undertaker

Requisition Modifier: +0 (Sergeant and above only)

Once a ghost-steel knife was perfected, it was only a matter of time before someone followed suit with a ghost-steel revolver. The undertaker has the same game statistics as a LeMat grapeshot pistol—unless it’s loaded with special, increased-charge rounds. With the special rounds, damage is increased by one die (to 3d6). Rangers are typically issued one box of 50 special rounds with each successful requisition.

Malfunction: On a Shooting roll of snake eyes the special round explodes in the barrel, deals full damage to the wielder, and destroys the weapon.

Rains Hand Grenade—Mk II

Requisition Modifier: -3 (1st Sergeant and above only; +1d4 days wait time)

Mark II Rains hand grenades inflict damage like other explosives, but are not subject to



accidental detonation like dynamite or nitro. All a Ranger has to do is pull the pin and make a Throwing roll to deliver the grenade to the target. Two grenades are issued with each successful requisition.

Malfunction: If a Ranger rolls snake eyes on the Throwing roll, the grenade detonates early and deals full damage to the thrower. Others in range can make the typical Agility roll (-2) to leap clear of the blast (see *Savage Worlds*).

Supernatural Phenomena Survival (SPS) Kit

Requisition Modifier: -2 (1st Sergeant and above only; +1d4 days wait time)

Due to the scarcity of its components, most Rangers are only ever issued an SPS kit when a supernatural threat is confirmed. Even then, it’s such an odd-looking amalgamation that it shouldn’t be worn at all unless the Ranger is avoiding the public and going straight to the creature’s lair.

The kit consists of a black leather belt with a quick-draw holster and two cartridge-box-sized pouches. The pouches contain a set of

DEADLANDS: THE LAST SONS

AGENCY WEAPONS

	Damage	Wt.	Notes
Boot Knife	Str+d4+1	—	AP 2

	Range	Damage	RoF	Wt.	Shots	Min. Str	Notes
Ectoplasmic Calcifier	—	Special	1	12	10	—	Cone Template; see notes
Gatling Carbine (.42)	20/40/80	2d8	2	9	9	d6	AP 2; see notes
Pistol Cane (.44)	12/24/48	2d6	1	2	1	—	AP 1; -2 Shooting

TEXAS RANGER WEAPONS

	Range	Damage	RoF	Wt	Shots	Min. Str	
Improved Whitworth Rifle (.45)	24/48/96	3d8	1	12	1	d8	AP 2; Reload 2
LeMat Undertaker	12/24/48	2d6	1	4	9	—	AP 1; Malfunction; see notes
Mk II Rains Hand Grenade	5/10/20	3d6	—	4	—	—	MBT

lockpicks, a silver mirror, six white candles with matches, a spool of thread with silver needles, a bag of rock salt, some wolfsbane, some bulbs of fresh garlic, a flask of holy water, and a detachable crucifix (usually mounted on the quick-draw holster).

Twenty SPS rounds in a caliber of the Ranger's choice are issued with the belt. SPS rounds represent the cutting edge of alchemical knowledge, and are made of ghost steel, jacketed in silver. These rounds do damage as appropriate to the caliber and

weapon, and are AP 3. They do an additional 1d6 damage to creatures vulnerable to silver (like werewolves).

Each round is hand-engraved with a crucifix on its tip, providing the blessed of any Christian sect a +2 bonus to Faith rolls made to imbue them with a power (like *smite*).

Malfunction: If the Shooting roll is snake eyes the SPS round explodes in the barrel, deals full damage to the wielder, and destroys the weapon.