



Good Intentions



DEADLANDS

GOOD INTENTIONS

BY MATTHEW CUTTER

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THE STORY ALL THESE YEARS: THANKS, AMIGOS.

DEADLANDS AND SAVAGE WORLDS
CREATED BY SHANE LACY HENSLEY

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Volume 7

Salt Lake City, Deseret - Sunday, October 29, 1882

No. 44

Editorial: Under the Steel Sky



☞ Welcome to the latest edition of the *Tombstone Epitaph*, Loyal Readers. We stand at the precipice of history, debating whether to pray for balance and cling to the edge...or hurl ourselves blindly into the unknown. For with the United States' official recognition of the Nation of Deseret's independence last week, and the Confederacy's ratification a few days later, we have entered *terra incognita*. We have crossed the line beyond which no one can say what shall transpire.

Although the declaration leaves Brigham Young and his Mormon Church in an advantageous spot, we at the *Tombstone Epitaph*—from our local office in Junkyard, Salt Lake

City—watch for indications of what the Gentiles' fate may be. Thousands of immigrants arrive in the so-called City of Gloom each year, and the numbers continue to swell.

Will these factory workers, miners, and their families be consigned to lives of squalor and disease in Junkyard? We have reported on the factories' wage trends in the past; only Smith & Robards comes close to paying its employees a living wage. Now, without external pressure from Washington or Richmond, how can we hope the manufacturing magnates see the need to be magnanimous? Must we pray for their generosity while people toil and die?

Like so many other questions surrounding Salt Lake City, the answers seem to lie with none other than Dr. Darius Hellstromme. Were he to raise wages, other companies would undoubtedly follow suit. Hellstromme Industries' board of directors, however, has given no indication whatsoever of a move in this direction.

We at the *Epitaph* plead with heads of state in North, South, West, and Deseret: Take the common man's plight into consideration as you steer your empire. He will serve you well.

—John Clum

Editor, *Tombstone Epitaph*

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HELLSTROMME AMAZES WORLD



With the unveiling of his company's latest model of steam carriage, Hellstromme has once again proven himself not merely a friend to the Saints but to all of humanity. With his technological advances, men and woman thrive where before there was only barren desert and Salt Flats.

As our readers no doubt know, Darius Hellstromme arrived in Deseret in 1870, bringing his wondrous steam wagon to a people beleaguered by rattler attacks and the depredations of *things* that stalk the wastes. The British genius soon converted to Mormonism, and joined his fate to that of the Church of Jesus Christ and Latter-Day Saints.

Since then the doctor's achievements have been no less than world-shaking. He brought electric power to the entire city of Salt Lake, and when his factories turned the City Creek into a pudding-like, toxic mass called the Sludge he built a giant water purifier. Now the polluted Sludge flows through Hellstromme's purifier and emerges clean, crystal-clear, and most important: potable. All along his company has been at the forefront of technological research and development, ceaselessly pushing the envelope of New Science.

Yet there is much to question in Hellstromme's means. Wasatch Rails won the Great Rail Wars, but at what cost in human lives torn asunder? And who dares tally the cost of dehumanizing working conditions in filthy factories, under a sky forever cloaked in smog and soot? Not Dr. Hellstromme or we. For now, we can only watch with avid interest and wish you luck in your travels, Dear Reader.

—Stacey O'Malley

Lead Salt Lake City Correspondent

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Salt Lake City News

☛ We begin this week's issue with a quick tour of Salt Lake City, in common parlance known as the City o' Gloom due to its polluted skies, to see what its citizens have gotten up to in the past seven days.

Mysterious Malfunctions

☛ At the Smith & Robards compound high on Mount Necessity, the inventors and researchers' travails have not ceased since our last report. For those not in the know, the rash of industrial accidents has continued unabated over the past year, and in the last two months grown to epidemic proportions.

The latest accident took place Thursday, Oct. 26 at approximately 3:30 p.m., when a shipment of clockwork de-molers exploded during assembly. Two workers were killed and three more were sent to the Worker's Hospital in Junkyard. Site foremen speculate that ghost rock fumes escaping from a ruptured pipeline caused the blast, but sources who asked to remain anonymous suggest that sabotage may be to blame.

If that is the case, Salt Lake City has no shortage of competitors who might be responsible. Smith & Robards' board of directors asks that anyone with information regarding the most recent incident, or any others, reveal it to them at their soonest convenience.

Smith & Robards representatives wish to remind the public that their reward offer of \$5,000 for information leading to the arrest and prosecution of industrial saboteurs still stands.

I.M. Hymme Memorial Fund

☛ Loyal Readers will remember our story of May 1882, in which we reported that a gunslinger known as Jasper Stone challenged noted local author I.M. Hymme to a duel in broad daylight. The author politely refused. Before the sheriff's deputies could arrive on the scene, Mr. Stone uttered a vile cuss word and shot Mr. Hymme in the head as he breakfasted. Hymme died almost instantly, and his murderer was never apprehended.

I.M. Hymme, a longtime Salt Lake City resident, was the author of a popular series of dime novels revolving around the adventures of Union superspy "Nevada Smith." Some claim Agent Smith is a convenient fiction concocted in Washington as propaganda, others that he is real but nowhere near as flamboyant as the dime novels claim, and still others that he is not only real but I.M. Hymme was merely one of his aliases. With such an unlikely name as the author's, how can one blame them for thinking so?

In I.M. Hymme's memory, a group of local entrepreneurs have established a memorial fund to help disadvantaged youth attend University. If you should see fit to donate to this worthy cause, donations may be deposited with Mr. R. Percy Sitgreaves, owner and proprietor of Infinity Press, 247-A West Temple Street, during business hours.

Grave-robbers Still at Large

☛ The Gentile cemetery overlooking Salt Lake City should be a place of peace, but it remains a site of unquiet nights and vile deeds. Caretakers claim that no fewer than 10 fresh corpses have been dug up and stolen in the last month alone.

Sheriff Eli Waters remains at a loss to explain the thefts, but assured the *Epitaph* he would assign extra patrols to the area. As of printing time no such patrols could be confirmed by this office, and four additional thefts have been reported by caretakers.

Chaplains in Black

☛ The *Epitaph's* intrepid investigative staff has uncovered a further account of the Black Chaplains' deeds, sometimes undertaken in concert with the Nauvoo Legion. One cannot help but surmise Brigham Young and his elders have engaged in a willful campaign of obfuscation when confronted with evidence such as we have now secured.

It's suspected that the Black Chaplains are charged with combating the "forces of Satan," and they are said to answer only to Brigham Young. Some whisper that they "speak in God's voice." But the Church has not deigned to publicly confirm any of this, Dear Reader, and no word seems forthcoming.

On Friday evening an explosion rocked the Can't Lose Mine in the Wasatch Range, where its owner Milt Huber has mined ghost rock for two years. Witnesses described "a great greenish-yellow cloud" that erupted from the mine's main entrance after the blast. Moments later, those who went in to rescue survivors were attacked by their former friends. The miners killed in the explosion had risen from the dead; near 100 of them by most accounts.

As the survivors fought for their lives, a steam carriage arrived carrying Nauvoo Legionnaires. With them was a grizzled priest with a mane of white hair who none could remember having seen at church before. Witnesses

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claimed this mysterious padre prayed so hard the mountainside rumbled down on top of those walking corpses and crushed them all. Perhaps the rockslide was caused by the explosion having weakened the cliffside...or perhaps not.

According to sources the Black Chaplains are not specifically associated with the mysterious Danites—a cadre of monster fighters who also engage in murder, arson, robbery, or whatever is required to protect the Church.

Temple Nears Completion

As we have reported in past issues, construction on the Mormon Temple beside the Tabernacle was begun in 1853 and still hasn't been completed. According to Church spokespeople, the Temple may very well be completed by spring, 1883.

As of this writing, however, the mystery of the missing gargoyles is no closer to being solved. Brigham Young had the massive stone statues specially commissioned to watch over the flock, but they vanished without a trace mere days after they were delivered. One can only guess where they reside now, but the *Epitaph* is eager to learn any information our readers may have uncovered.

Interview: Captain Sydney Mallory

If you've lived in Salt Lake City for any amount of time, you've no doubt heard of Capt. Sydney Mallory and her posse. Since their rise to prominence in 1876 they've knocked down quite a few of those "unexplainable" things we're always writing about, and they've no plans to stop now.

We caught up with Captain Mallory recently at the Monkeywrench Saloon in Junkyard for an exclusive interview.

EPITAPH: Captain Mallory, thanks for taking the time to speak with me today. I understand you've just been to the Arena for a skullchucker match.

SYDNEY MALLORY: Correct. Ever since our team, the Sky Pirates, won King's Tourney in 1879 I've had a soft spot in my heart for the sport. I'm lucky; most former players end up with a soft spot in their heads.

E: Can you tell our readers a bit about your history?

S.M.: I was born and raised here in the City o' Gloom. Rattlers got my folks, rest their souls, when I was just a young 'un. I learned how to build machines in factories, then I became a velocipede courier. Used that employment's proceeds to build an airship, the *Sirocco*. I captained private charter flights for a few years. My, but those were rowdy times.

E: And how about the Mallory Gang, as some folks have taken to calling your crew? Can you tell us about them?

S.M.: Certainly. There's Kate Brewer, she's really my right hand—what you'd call a scrapper or augment. We've got Dusty, our ranged-weapons specialist, who can put a bullet in a snake's eye at a hundred paces. Professor Jimmy Jackson is an accomplished creator of elixirs and tonics to achieve miraculous results. We've got Maggie Jensen, who's Hell with a pair of six-shooters... but I swear her big heart's destined to land her trouble one of these days. Others come and go, but I'd say that represents the core membership.

E: We heard you had a run-in with some odd paintings a few years back.

S.M.: Right, our encounter with the creations of the painter Adelaide Picket. Your readers will be interested in this one. Picket was working on his

unnatural and unsettling art in the back room at Lenore's. Do you know Lenore's? She's such a sweet lady, you should see her gallery.

But back to Mr. Picket. I can only guess that it was due to some arcane effect of paint, painter, canvas, or a combination of all three, but whatever the cause the man's paintings came to life every full moon. One was a terrible critter made of rusty pipes, and another a demon made of steam. Without a doubt some of the most frightening things I've ever witnessed.

E: My goodness, but that sounds terrifying. How did you defeat them?

S.M.: Simple. We burned the paintings. Took care of them right quick. Lenore's certainly better off!

E: I should say so. What's next for the Mallory Gang?

S.M.: Hard to say. We've heard strange tales of metal cats, and some nocturnal assaults committed at the Grand Hotel might need looking into. We also plan to offer whatever help we can to the Worker's Union Stacey O'Malley's been pushing for here in Junkyard. Factory workers don't have it easy. Have your readers work for me and they'll get a living wage.

E: We shall endeavor to send them your way. Thank you, Captain Mallory.

Skullchucker Standings Tight

As of last weekend's action, the Plant No. 9 Spiders remained at the top of the standings, following an impressive win over the skidding Ogden Outlaws. The Spiders' star skullcracker Nep Riggs, aka "The Undertaker," put two Outlaws out of action on his way to the first 13-point night of his career, and extended the Spiders' win streak to three. The Outlaws have yet to win a match in this tournament.

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In other action, the Factory No. 12 Falcons extended their win streak to two games with a close victory over the Junkyard Dawgs. Falcons skullcracker Torvald Sigmundsson, traded from the Morgan Maulers before the season began, was on fire. He cleared the way for at least five skull-scores by captain Jawbone Cain.

Worm Wars!

Recent reports from the Great Salt Flats claim the fighting between worm hunters and worm whalers is only getting worse, with neither side willing to give an inch. For folks new to the region, here's the story:

Just about as soon as locals learned to outrun salt rattlers in Hellstromme's spiffy new steam wagons, they got a hankering to start killing the critters. After a salt rattler killed his little girl, a businessman named Harold

Towers started the Salt Flats Worming Company to make a little money while getting his revenge on the rattler he hates most...the so-called Blood Worm.

Towers bought four decommissioned Confederate sailing frigates, then hired engineers and inventors to install steam boilers, massive wooden wheels, and harpoon guns. Soon Towers had a small fleet of what he called "landships" that were capable of harpooning rattlers, dragging them to the surface, and shooting them to pieces. At latest count, the company has five ships rolling the flats.

Other folks were in the worming business long before Towers came along, though, and they claim the landships are guilty of overhunting the flats. Chief among these worm hunters is the inventor known only as "Crazy Pete," who invented a gliding wing from which he and his squadrons drop dynamite on the salt rattlers.

Accounts differ as to who fired the first shot, but Towers' employees claim a young, hotshot worm hunter dropped a bundle of dynamite on the deck of their flagship, the *Esmerelda*. The worm hunters claim it was an accident stemming from a landship trying to steal their catch. Whatever the truth, a crewman was killed and there's been bad blood ever since.

Independent estimates of the salt rattler population conflict with both Towers' and the worm hunters' claims of overhunting. According to experts this reporter contacted, salt rattler numbers may even be growing. Although rattler numbers seemed to be on a sharp decline from 1878 to 1879, they have recovered considerably since then. The fact that this sharp uptick in the salt rattler population has taken place concurrently with the rattler hunters' internecine conflict may not be entirely coincidental.



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The Danwoody Connection

☛ Loyal readers will remember our special series of investigative reports on the sporadic fires that raged through Salt Lake City in 1878. At that time, absolutely no connections could be traced between any of the fires, and arson was suspected. But no perpetrator was ever caught or accused, and the fires have continued, although with far less frequency.

A recent appraisal of the facts in this case has led the *Epitaph's* editors to a strange observation; we name it that because it seems so much like coincidence as to be entirely without merit. Yet it is tantalizingly true that four of the sites that burned were all public facilities, and all of their furniture was supplied by the same factory: Danwoody's.

Next we looked into the fires set at private residences, and found that in all but one case the residents had purchased furniture from Danwoody's no more than seven days before the blazes were sparked.

Far be it from us to harm a local business with idle speculation, but we believe the facts are too numerous to be more happenstance. Whether the fires have come about due to some essential defect of workmanship, or perhaps by the actions of a deranged employee, we dare not speculate.

Tremane's Day

☛ Self-styled "master of electricity" and inventor of the electrostatic gun Dr. Gregory Tremane announced last week that his mountaintop aerie, so long removed from Hellstromme's electric grid, is now completely self-sufficient...from an electrical point of view, at least. Tremane said,

"For years my abode has been self-powered by virtue of enormous batteries I custom-designed for the purpose. Now I have perfected a steam-powered dynamo similar to my colleague Hellstromme's, but far more compact. It powers my home, but in truth it could power Dr. Hellstromme's entire factory!"

In honor of Dr. Tremane's achievement, we at the *Epitaph* name October 29, 1882, "Tremane's Day," in recognition of the promise New Science holds for all mankind.

Junkyard News

☛ From the City o' Gloom we move to its neighbor and neighborhood, Junkyard. Contrary to popular belief, there are no laws forcing Gentiles to live under the Steel Sky, the tangle of pipes and conduits that fill the streets. The fact is it costs too much to live in the Mormon section of town, far more than the typical Gentile factory worker or miner earns. Consider yourself educated, Dear Reader.

Workers to Unionize

☛ Despite years of attempts, Junkyard's factory workers have not yet managed to forge a union powerful enough to stand up to Hellstromme. During the last strike in 1880, the picketers were attacked by masked assailants with clubs. Dr. Hellstromme publicly disavowed the attacks and pledged that none of his factory's employees were involved. But some claim his assurances were a convenient bit of rhetoric, for the attackers were

not Hellstromme Industries employees but rather Wasatch Rail agents.

With support from Smith & Robards and several other local firms, Junkyard workers plan once again to organize in search of better wages and working conditions. With expected aid from the Mallory Gang, organizers have high hopes for the union's chances.

Beware the Lurkers!

☛ For years they have plagued lone pedestrians under the Steel Sky: lurkers! Many have encountered them, and even more believe they exist, but the strangest part is that almost no one who's claimed to have seen them agrees on what precisely they look like.

Picture this: One moment a few workers or a mother and child are minding their own business and making their way through Junkyard's urban tangle. The next, a masked figure drops from the pipes above and brandishes a knife, demanding whatever valuables the poor victim possesses. Worse, more eyes gleam in the shadows among the conduits and catwalks. The lurkers' confederates are always near.

But there the discrepancies begin. According to the vast majority of victims, the attacks were about evenly split between a masked, armed attacker who demanded money and fled...and one who demanded money and then attacked the victim regardless of their compliance.

Yet other victims claim the perpetrators were mere children, a delusion this reporter can't help but refute. After all, the mind's tendency to alter the details of a stressful event is well-documented.

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Finally, a significant number of victims describe the attackers as silhouettes that seemed to dangle in the darkness above. It was difficult to see the assailants, but there must have been many of them from the sheer amount of eyes glittering in the dark.

And who's to say whether all of these events are the lurkers' doing, despite the victims' claims? The only thing certain is *something* lurks among the Steel Sky's catwalks, and no one has yet garnered proof of what it is.

Angel of Mercy

☛ Madam Gretchin Rasmussen, a resident in Steam Street, has earned the thanks and admiration of the *Epitaph's* editorial staff. That's to say nothing of the thanks she's earned from countless factory workers who have suffered burns in ghost rock fires, explosions, and a host of other incendiary mishaps. Madam Rasmussen's salves have soothed many skins and balmed scores of burns.

Rasmussen immigrated to Salt Lake in 1872 with her husband Claus Rasmussen, the famous German inventor. As readers may remember, wanted outlaw Utah Starr, leader of the Scorpion Gang, burned Herr Dr. Rasmussen to death with a flamethrower.

Luckily for all of us, Madam Rasmussen has turned her sorrow into succor for the legions of workers consigned to burn wards and, worse, the Worker's Hospital. This publication has spared no few column inches expressing our distaste for that institution, and feel obligated to report that their poor standards of care persist to this day. Madam Rasmussen's ministrations are a long-awaited step in the right direction for Salt Lake City's standard of medical care. Until they get there, we recommend Doc Yates.

Around Deseret

☛ As our illustrious Editor alluded in his foreword, the Nation of Deseret has become independent at long last, by virtue of the United States' and Confederate States' recognition. In reality the state's been independent and has acted that way since 1866, when President Brigham Young declared it so. It took everyone else a little longer to catch up.

Now we cast our view to Deseret and explore happenings outside the world's most scientific city.

Corrine's Wild Times

☛ To some Corrine is known as the City of the Ungodly, to others its considered a hot town in which to cut loose. They're both right, given the sheer amount of saloons, gambling halls, brothels, and opium dens to be found. But according to some there are darker doings afoot.

Years ago the first settlers tried to plant a few orchards, but their irrigation system drew salt up out of the soil that killed all the trees. Two years later, the trees hadn't really died... they slowly wasted but stubbornly hung on, skeletal, blackened, and bearing no fruit.

Four people have vanished in or near the dead orchard in the past two years. The locals tell tales of a vengeful ghost, the shade of the fellow who first planted the orchard, who's been snatching people and dragging them off to their deaths. Marshal Buzz Largo is at a loss to say who is responsible but maintains the threat is mundane: Shoshoni on the warpath, perhaps. We at the Epitaph

posit that while the threat may not be attributable to "ghosts," the danger may yet be something more than man. Only time and further investigation shall tell.

Lakepoint in Decline

☛ Once planned as a tourist resort, the town of Lakepoint is undoubtedly in decline and not safe for vacationers or boaters any longer. Readers have been warned!

The swimming at Clinton Beach has grown considerably worse over the years, due to the rise of what locals refer to as "lake Hellions." They're schools of carnivorous brine shrimp, each as big as a man's hand, that swim in the Salt Lake and attack any meat they come near. Some will tell you they're nothing to fret about; when you come back from swimming less a few toes you'll wish you'd heeded the warnings, amigo.

Then there's the Salt Lake's other attraction, Briny. Many claim to have seen it but, like the lurkers, it takes on a considerably different appearance in every telling. Perhaps the most fanciful depictions have given Briny a mass of tentacles akin to the giant squid popularized in Herman Melville's *Moby Dick*. While we agree that Briny must exist in some form, a giant squid seems highly unlikely.

Gangs Rampage

☛ Despite the Nauvoo Legion's countless hours spent hunting them, two long-standing outlaw gangs continue to plague Deseret's remote towns and her rail transport: the Outcast Gang and the Scorpion Gang. For all the miraculous advances brought on by Hellstromme's steam wagons, they've also given outlaws the

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ability to run faster and farther than ever before, always staying one step ahead of the law's long arm.

The Outcasts have stuck to their modus operandi for the past several years, taking over remote Mormon towns and robbing them for all they're worth before fleeing into the desert on horseless wagons. Their gang is known to ride several velocipedes and horses as well. But for all their thieving, the Outcasts' leader Bonita Rose claimed with pride that her gang didn't kill without cause.

That changed during an Outcast siege of the tiny mining settlement of Moab last Monday, Oct. 23. Several bandits were said to be drinking heavily, and one fired a shotgun into a saloon several times, wounding three patrons and killing another. Witnesses described Bonita Rose as extremely displeased, even forgetting to leave her calling card, a red rose, in the street.

With the Scorpions, on the other hand, the killing goes on pretty much as it has since their leader, Utah Starr, tired of Bonita Rose's pacifist stance and left the roost. It's said he stole some steam wagons and velocipedes when he and his fellow traitors vamoosed, meaning there's no love lost between Utah and Bonita.

On Thursday, Oct. 26 a Denver-Pacific train en route to Shan Fan was robbed near the Nevada border. A gang of motorized thieves, without doubt the Scorpions, drove alongside the moving train and allowed the miscreants to leap aboard. They shot the brakeman and conductor to death, then murdered four more passengers while robbing the cars. They left the engineer alive, so he could drive while they leapt back to their horseless conveyances.

The Sheriff's Office of Salt Lake City offers a standing bounty for Bonita Rose, Utah Starr, and members of either of their gangs.

Inside the Mouth o' Hell

☛ All savvy readers know the tale of Pete Fenner's motherlode of ghost rock, his contract with Hellstromme, and the giant smelter the doctor built inside Pete's Cave to process all that ore into ghost steel rails for the Wasatch line. And we all know how it ends: with a smelter accident that killed every miner on the site and encased their bodies in molten metal, entombed for all eternity, as well as flooding the cave.

There's no doubt a fortune in ghost steel and ore remains for anyone willing to look for it, but there's considerable doubt in Salt Lake City's courts about whether Hellstromme's contract with Fenner constitutes legal ownership.

One thing's certain: Several air carriages have been sighted in the skies over Mouth o' Hell Cave in the past few months. It's unclear who owns the airships, but whoever it is may be trying to stake a claim on Pete's lost lode.

Review: Overlook Hotel

☛ It is said among hoteliers that no sin of hospitality can ruin a wonderful view. If that adage were true, I could recommend the Overlook Hotel on the merits of its stunning scenery alone. Its perch in the Wasatch Mountains is said to be the vantage from which Brigham Young first looked upon Salt Lake City's future location, and a stunning panorama is indeed displayed before the traveler's eyes. That being said, proprietor Samuel Whateley provides the exception to the aforementioned adage. Not even a view of the mighty Himalayas could redeem the abysmal service provided by his staff. Avoid at all costs. -M. STARK

Across the West

☛ Time rolls on across the Weird West. Here's where we bring you up to speed, Dear Reader.

Plutonian Express Line

☛ News from the Stock Exchange in New York: Wasatch and Denver-Pacific Rail stock values continue to rise steadily, while other Rail Barons have suffered a slump. Analysts point to Hellstromme's wondrous Plutonian Express, his subterranean rail line from Lost Angels, California, to the Colorado Rocky Mountains, as the primary means of Wasatch ascendancy.

With its direct Zephyr line to Shan Fan, the Denver-Pacific maintains an edge in Nevada and more importantly, Deseret. Smith & Robards, owners of the D-P line, are set to report increased profits from mail-order sales in the third quarter of 1882.

Great Rail Wars Heat Up?

☛ Our last item comes from northern Colorado, where western-bound settlers have reported scattered fighting between rail warriors allied with Black River, Wasatch, and upstart Northern line Empire Rails. The fighting has flared up along the Overland Trail close to the point the Plutonian Express passes beneath the Denver-Pacific's Cheyenne spur. Observers are quick to point out that the area is just north of the Cauldron, site of one of the Rail Wars' bloodiest battles, and hope we're not due for a reprise of that carnage.

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SKULLCHUCKER

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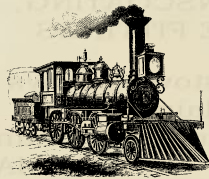
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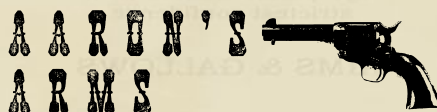
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Makin' Heroes

In 1882, Salt Lake City, or the City o' Gloom as most folks refer to it, is the most technologically advanced city on earth.

Recognized as an independent nation by Union and Confederacy alike, Deseret remains a hotbed of espionage and showcase of New Science marvels...despite the saints' wishes it were otherwise. Cowpokes willing to bend technology to their wills by any of several methods are found here in spades.

But among the automatons and the factories, heroes might need a little extra to match up. This chapter gives characters all the tools they need.

NEW EDGES

Background Edge

Scrapper

Requirements: Novice

The hero with this Edge begins play with one or more **Augmentations** (see page 20) installed. Choose any augmentations you like, up to a total Drain equal to half the cowpoke's Vigor die type. All the effects of being augmented are applied, except the character does not lose a die type in Spirit. Scrapppers suffer Charisma -2, or -4 among those who consider augmentations an

"abomination" (such as Mormons and those who follow the Old Ways Oath). This Edge may only be taken at character creation. The Marshal has more information in the Setting Rules chapter.

Social Edges

Gift of Gab

Requirements: Novice, Smarts d8+

Given a few minutes of conversation, your hero effectively has a d4 in any language, meaning he can get across basic messages to just about anyone given a little time. In addition, he adds +1 to the die rolls of any Knowledge (Language) skills in which he has a d4+.

Secret Identity

Requirements: Novice, Smarts d6+

In the City o' Gloom, it's sometimes helpful to have another name to hide behind. A hero with

DEADLANDS: GOOD INTENTIONS

this Edge has a false identity that—depending on its nature—allows a cowpoke to live a dual life.

Examples include a gentile posing as a Mormon or a huckster claiming to be a scientist. The exact situational effect is up to the Marshal's call, but generally the hero gains a +2 on Persuasion or other rolls to maintain the ruse. A character with this Edge can also assume or drop her Secret Identity to avoid being **Blacklisted!** (see page 46).

Weird Edges

Arcane Background (Blessed)

Requirements: Wild Card, Novice, Faith d4+, Spirit d8+

The righteous hero with this Edge has the favor of the powers of good and light, no matter what god or gods that cowpoke's religion prescribes, and they grant her arcane powers. However, keeping those powers requires no small amount of piety: See the details under **No Man's Land** below. This Edge replaces Arcane Background (Miracles) in the *Deadlands Player's Guide*.

Arcane Background (Metal Mage)

Requirements: Wild Card, Novice, Spirit d6+

A host of would-be hucksters and mad scientists have learned R. Percy Sitgreaves' system of *Thaumaturgical Diffusion* by decoding formulae in the *Smith & Robards Catalog* or because Sitgreaves himself taught them. Almost all these practitioners are located in Deseret. If you take this Edge, see the details on page 13.

Conviction

Requirements: Novice, Arcane Background (Miracles), Spirit d6+, Faith d6+

Some holy rollers seem to have the ear of the Almighty. This hero reduces the cost to activate any power by 1 Power Point, to a minimum of 0. This Edge replaces the version in the *Deadlands Player's Guide*.

Desensitized

Requirements: Heroic, Augmentations totaling 4+ Drain

The scrapper with this Edge ignores one level of wound penalties, which is cumulative with Nerves of Steel and Improved Nerves of Steel.

Master Crafter

Requirements: Veteran, Arcane Background (Weird Science), McGyver, Repair d10+, Weird Science d10+

Most Infernal Devices take months to create and require elaborate manufacturing facilities. This mad scientist can make a device in weeks or even days with a tool kit and the necessary parts.

To create an Infernal Device, the scientist first needs a blueprint for it. If he doesn't have one, he can make one from an existing (working) Infernal Device with 1d6 days of study. Then the character must purchase parts costing half the item's normal price. Ghost rock is a necessary element, so it must represent at least part of the cost (Marshal's call).

Building the device takes 2d6 days plus one day per \$500 of the cost of the item (round up). The character makes a Weird Science roll and on a failure, the time is wasted but not the parts. With success, the device is built and on a raise, it's built in half the time. On a critical failure, the device explodes doing 3d6 damage in a Large Burst Template, destroying the parts.

A character with the Alchemy Edge can make elixirs, tonics, and other alchemical items as well. Formulas replace blueprints but otherwise use the same rules, except the time to create is 2d6 hours plus one hour per \$50 of the cost of the item (round up).

Legendary Edge

We Have the Technology!

Requirements: Legendary, Spirit d8+, Vigor d8+, Augmentations

Your hero's virtually become a man of metal, and somehow manages to keep his soul and his augments in balance. The stalwart scrapper gains +2 to innate Toughness, but only for purposes of determining whether he suffers Fatigue due to his augmentations.

NO MAN'S LAND

Read this section if you've taken the Arcane Background (Blessed) or (Metal Mage) Edge.

BLESSED

Blessed are people who have been granted supernatural abilities by mysterious and distant powers of good. Some are priests or actual clergy while others are simply chosen for the nobility of their struggle or their soul. Though most are enlightened and good by nature they don't have to be – sometimes the light chooses even troubled souls to carry out its will.

Edge: Arcane Background (Blessed)

Requirements: Wild Card, Novice, Faith d4+, Spirit d8+

Arcane Skill: Faith (Spirit)

Power Points: 15

Starting Powers: 3 (*protection*, plus two of the player's choice)

Available Powers: *Aim, armor, barrier, beast friend, blind, boost/lower Trait, confusion, deflection, dispel, elemental manipulation, environmental protection, exorcism, gambler, greater healing, healing, inspiration, light (not obscure), protection, pummel, quickness, sanctify, smite, speak language, stun, succor, warrior's gift, windstorm.*

Special Rules:

- **Crisis o' Faith:** When a blessed rolls a 1 on her Faith die (regardless of the Wild Die), her Faith is reduced by a die type until she spends an hour in restful meditation, contemplation, or prayer. A blessed's Faith can never be reduced below d4 by a Crisis of Faith.
- **Miracles:** The blessed may use Edges that require Arcane Background (Miracles).
- **Sinnin':** Blessed who violate their core beliefs are temporarily or permanently forsaken by the forces of good that grant them their powers. Minor sins give the character -2 to his

Faith rolls for a week. Major sins rob him of all arcane powers for a week. Mortal sins cause him to be forsaken until the penitent hero completes some quest or task of atonement to regain his lost powers (Marshal's call).

Trappings

Blessed powers are always subtle if not outright imperceptible – usually so much so that only the effects are visible.

METAL MAGE

Edge: Arcane Background (Metal Mage)

Requirements: Wild Card, Novice, Repair d4+, Thaumaturgical Diffusion d4+

Arcane Skill: Thaumaturgical Diffusion (Smarts)

Power Points: 10

Starting Powers: 2



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Backlash: None.

Available Powers: Aim, armor, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, drain Power Points, elemental manipulation, entangle, environmental protection, farsight, fear, fly, gambler, greater healing, havoc, healing, hunch, invisibility, jury rig, light/obscure, mind rider, pummel, puppet, quickness, slow, slumber, smite, speak language, speed, stun, succor, telekinesis, teleport, trinkets, wall walker, warrior's gift, wilderness walk, windstorm, zombie.

Special Rules:

- **Daemon:** Metal mages have come to terms with the fact that manitous provide inspiration

AFTER THE CACKLER...

Our graphic novel *The Cackler* introduces powerful new villains to the Weird West. After the Cackler's return and the evil acts that ensue, the skies seem a little darker, the vast prairies a little lonelier, the distances between burgs a little longer and more dangerous. It's almost as if a permanent twilight has fallen...

In the gloom, practitioners of black magic find it a little easier to summon their powers, and a little easier to keep them hidden from prying eyes. It helps that most people are so terrified they're willing to turn a blind eye to the Devil's work. In game terms, all powers enacted with Arcane Background (Black Magic) cost 2 less Power Points, to a minimum of 0. Black Magic casters suffer no Backlash.

Additionally, apply an additional -2 penalty to Notice checks made to see *any* type of magic being performed, including a huckster's hexes.

Blessed get hit the hardest by the metaphysical dusk. Where once the powers of light bestowed miracles like rock candy, now they've been forced to retreat somewhat. By necessity they've become selective, doling out arcane help to their chosen with less regularity and variety than they did in the past. The new blessed Arcane Background (see page 13) reflects these changes.

to mad scientists as well as raw energy to hucksters, and have learned the science of extracting that energy for "free"—that is, without the risk of Backlash. However, metal mages are stalked by their daemons, which appear as mythic beasts or totem animals terrifying in aspect. When a metal mage rolls snake eyes on a Thaumaturgical Diffusion check, the daemon gets its revenge as the Marshal rolls on the **Backfire Table** (in the *Deadlands Marshal's Handbook*). Bennies can't be used to avoid this outcome!

- **Gadgeteer:** A metal mage gets the Gadgeteer Edge for free, but it functions differently and she cannot take the normal version of the Edge. With success on a Thaumaturgical Diffusion roll at -2, she summons a device that replicates any power available to metal mages a number of times per session equal to half her Spirit. This takes one action instead of the usual 1d20 minutes required by the Gadgeteer Edge. Each device has a number of Power Points equal to half the metal mage's total (round down); when the Power Points are expended (or the session ends) the device stops functioning. The metal mage can use these devices or share them with others per Mad Scientists in *Savage Worlds*, but they are subject to all of those rules, including Malfunctions.
- **Refine Cores:** Metal mages can refine shaped fuel cores from raw ghost rock. A successful Thaumaturgical Diffusion roll and one hour's time turns 1 lb of unrefined ghost rock into a 1-lb fuel core. On a raise, the process produces two fuel cores if the metal mage has another pound of ghost rock handy. Critical failure results in a spectacular explosion, causing 3d6 damage in a Medium Burst Template.
- **Weird Science:** Metal mages may take Edges requiring Arcane Background (Weird Science).

History

R. Percy Sitgreaves started out as a huckster, and later in life became interested in the New Science. He got a job as an inventor—a mediocre one at best—at Smith & Robards, but they soon fired him. No matter, for Sitgreaves had a startling epiphany: The "inspirations" of mad

scientists clearly came from manitous, just as hucksters' power did. The truth shook him.

Sitgreaves founded Infinity Press and became the sole printer of his former employers' annual catalog. He made a far better printer than an inventor, and for all his flaws his former employers still trusted him. Soon he developed "thaumaturgical diffusion," a melding of magic and mad science to the enhancement of both.

Sitgreaves has trained nearly a dozen so-called "metal mages" in the past five years. Sitgreaves encodes his newfangled hexes into the text of each *Smith & Robards Catalog*.

Trappings

Metal mages' Trappings mix the practical and fantastical. Mages use their powers to create functional devices, but they form out of thin air, puffs of purplish smoke, or assemble themselves from whirling funnels of parts. A *blast* power might manifest as a grenade, *teleport* could involve rail lines, and *mind rider* may create a telegraph wiretap.

NEW POWER

Jury Rig

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

In a world filled with Infernal Devices and steam-powered augmentations, malfunctions are a way of life. But given that such mishaps can be fatal, at times these things can't be left to chance. Sitgreaves devised this hex so his shoddy creations could pass muster long enough to get the lazy inventor off the hook with his bosses.

See the **Malfunctions Reloaded** sidebar on page 47. With success on the Thaumaturgical Diffusion roll, a single Infernal Device with a listed Malfunction may only suffer Major and Minor Malfunctions for the duration. With a raise, the device only suffers Minor Malfunctions; ignore other Wild Die results.

DIVINE INTERVENTION

When the Cackler came to North America a pall fell over the Weird West. As the twilight closes in, the powers of light grant their most loyal blessed a gift most thought lost: the ability to pray for direct Divine Intervention. Divine Intervention is similar to a blessed's other powers, but the effects are far more world-shaking.

Smitin' Sinners

A blessed (and only a blessed) with a Legend Chip can attempt to petition the powers of light to intervene directly in worldly events. After fulfilling any special requirements noted in the power's description, the blessed spends a Legend Chip and makes a Faith roll modified by the penalty for the power being attempted. Successful interventions cost no Power Points.

With the powers of light, it's easier to invoke acts of mercy than to call down a god's wrath. If a given intervention can be used in either fashion, the Marshal may opt to grant a +1 bonus to Faith rolls made with mercy in mind. As with any miracle, the Marshal should apply any additional bonuses (for a truly justified plea) or penalties (for frivolous or selfish pleas) as she sees fit.

Faith Results Table

Success/Raise: The player spends a Legend Chip and the power takes effect as described.

Failure: The player keeps the Legend Chip but the character suffers a Crisis of Faith: her Faith is reduced by a die type (min. d4) until she spends a number of hours equal to the power's Faith Modifier in restful meditation, contemplation, or prayer. If the result on the Faith die is a 1 (regardless of the Wild Die), the blessed keeps the Legend Chip but loses access to all powers for one week, and her Power Point total drops to 0.

Snake Eyes: If both the Faith die and Wild Die result in a 1, the blessed loses the Legend Chip, Power Points drop to 0, and he or she is forsaken, losing access to all powers until the character performs a major act of atonement.

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The Interventions

Atone

Faith Modifier: -2

Range: Touch

Duration: Permanent

Trappings: Chanting, incense, prayer, ritual purification

This intervention allows a blessed to help a Harrowed drive the manitou into submission. It takes an hour to invoke the miracle, after which the blessed rolls Faith. With a success on the Faith roll, the affected Harrowed makes an immediate Dominion roll. For every success and raise on the Faith roll the Harrowed adds +1 to his Spirit roll (maximum +4). If the Harrowed wins, she gains total Dominion (+4). Unlike in a typical Dominion test, the manitou gains no Dominion if it wins. A blessed Harrowed may perform this intervention on himself.

Crusade

Faith Modifier: -2

Range: Spirit

Duration: 1 day/success and raise

Trappings: Chanting, prayer revival, singing

It's been said that God helps those who help themselves. With this intervention a blessed makes that prospect a little more manageable, but only when there is a clear goal to pursue. First the blessed leads a day-long ritual or prayer meeting appropriate to the congregation's denomination, and rolls Faith. For each success and raise, five Extras who share the caster's faith are granted +2 on all Trait rolls made to achieve the *crusade's* goal (at the Marshal's discretion) for the duration. Goals include but aren't limited to: protecting a town

from a supernatural or mundane threat, finding someone who's lost, or planting the crops in record time.

Divination

Faith Modifier: -1

Range: Self

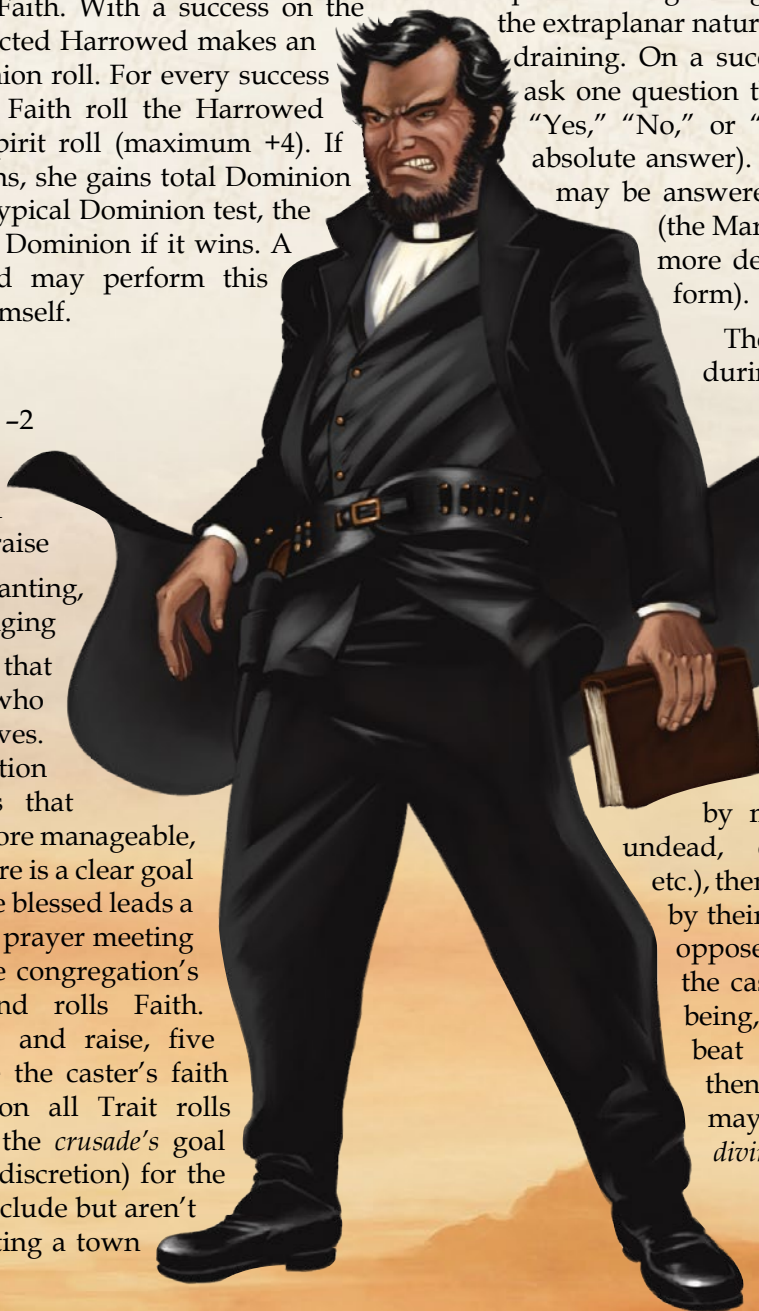
Duration: 1 minute

Trappings: Contact spirits of dead, commune with deity

This intervention allows a blessed to contact the powers of light to gain information. Due to the extraplanar nature of this power, it is very draining. On a success, the petitioner may ask one question that can be answered by "Yes," "No," or "Possibly" (if there is no absolute answer). On a raise, the question may be answered in five words or less (the Marshal may allow a longer, more detailed answer in cryptic form).

The duration is one minute, during which the caster may

take no other actions or movement. If the caster is Shaken during that time, he must make a Smarts roll or the power is disrupted. If the question relates to a living being (including beings who may "live" by mystical means such as undead, constructs, elementals, etc.), then the Faith roll is opposed by their Spirit. *Divination* is also opposed by *conceal arcana*. In the case of *conceal arcana* on a being, the *divination* must first beat the *conceal arcana*, and then if successful, the subject may roll Spirit against the *divination* result.



Deluge

Faith Modifier: -3

Range: Spirit × 1 mile

Duration: 1 hour/success and raise

Trappings: Flood, hurricane, thunderstorm

With this power the blessed calls down a storm of biblical proportions to scour the land of that which is unclean. Unfortunately, it tends to scour the land of everything else as well! The *deluge* is centered on the caster. Within the range, visibility is reduced to 12" (and subject to Dark Lighting penalties). Just being exposed to the driving wind and swirling debris causes damage of 1d6+1 per success and raise on the Faith roll (maximum +4). The ground turns into a quagmire: Any character running must make an Agility roll or fall prone and Shaken. Most physical actions in this weather suffer a -2 penalty, including Driving, Piloting, and Riding rolls (due to slippery roads, poor visibility, and high winds).

A *deluge* that persists for more than one hour includes flash floods, lightning strikes, and mudslides, possibly damaging nearby buildings, drowning creatures, and preventing flying machines taking off or landing. Any being who's hostile to the caster and draws a Joker during a deluge is struck by lightning for 2d10 damage (AP 10).

Deny

Faith Modifier: -2

Range: Spirit ×2

Duration: 1 hour

Trappings: Holy word

When a blessed is hopelessly outgunned – so to speak – this intervention lets her knock a foe down a few pegs. The caster rolls Faith opposed by the target's Spirit (at -4). If the blessed wins, she *denies* the target use of a single skill. The subject cannot use the skill for one hour. Any attempts to do so are considered unskilled (d4 with a -2 penalty). At the Marshal's discretion some tasks are impossible to perform unskilled; in this case the target simply can't do them.

Divine Wrath

Faith Modifier: See below

Range: See below

Duration: See below

Trappings: See below

Blessed can call down the wrath o' God in all sorts of ways, from fire to vermin to a plain old divine wallop. Each flavor of *divine wrath* has its own details:

Hellfire (Faith Mod -2, Range Spirit ×8, Dur 1 day/success and raise): The blessed calls up a cleansing fire to roast anything in its area of effect (a circle equal to twice the blessed's Spirit die type in yards). Cover affords no protection. Creatures in the area suffer 1d10 damage per success and raise on the Faith roll. Flammable objects may catch Fire (see *Savage Worlds*).

Plague (Faith Mod -3, Range Special, Dur 1 day/success and raise): This variety of wrath comes in a few pointedly physical forms, and is often used by the most righteous to punish wrongdoers and the iniquitous. The blessed prays and rails against the sinners' ways for a day, after which the *plague* of her choice descends.

- *Darkness* causes the sun to dim and go out, leaving the region in Dark Illumination for the intervention's duration.
- *Pestilence* afflicts the region's livestock with a virulent disease that destroys 10% of them each day it lasts, and likely prevents anyone else from buying the afflicted animals.
- *Vermin* causes flocks of crows or swarms of rats, locusts, crows, mice, or other mundane creature to descend upon the region, destroying 10% of a town's food per day.
- *Water to Blood* causes all water in the region to turn into thick, crimson blood, making it non-potable to most normal folks for the duration. Water brought from elsewhere remains clear for a single day, then succumbs to the plague's effect.

Righteous Fury (Faith Mod -2, Range Special, Dur 1 day/success and raise): When called upon, the powers of light sometimes reach down and deal out a severe licking. The blessed rolls Faith to call down *righteous fury* on a single target within

DEADLANDS: GOOD INTENTIONS

range, who suffers 2d12 Nonlethal Damage (see *Savage Worlds*) plus 1d12 per raise. This damage ignores Armor and cannot be Soaked.

Excommunicate

Faith Modifier: -1

Range: Touch

Duration: Permanent

Trappings: Ceremony, rebukes, turning one's back

Some evildoers are so unrepentant they'll not allow their souls to be saved, nor do they seek forgiveness. A blessed who *excommunicates* these mad dogs makes it so others can always see evil's taint on them; it leaves a mark that cannot be seen but can always be sensed. Anyone who meets an *excommunicated* hombre is uneasy and knows to beware; neither children nor animals will have anything to do with the poor sod. The subject suffers -2 to all Persuasion, Streetwise, and other social rolls, plus an additional -1 per raise on the blessed's Faith roll. The only way to lift the mark is for its subject to convince the caster (or another blessed of the same faith) that she is truly repentant. The blessed who cast it can lift the *excommunicate* at will.

Healing Touch

Faith Modifier: -2

Range: Touch

Duration: 1 round/success and raise

Trappings: Holy water, laying on hands, prayer

This intervention functions like *greater healing*, but it allows the caster to *heal* all of a subject's afflictions (Fatigue, wounds more than an hour old, poison, disease, and Permanent Crippling Injuries) in a single round. The subject is simply made whole. This intervention lasts for a round per success and raise on the Faith roll, allowing the blessed to *heal* multiple allies.

Intervene

Faith Modifier: -1

Range: Touch

Duration: 3 rounds

Trappings: Aura of holy flame, coincidences, supplications

With *intervene* a blessed can protect a single character (himself included) from bodily harm. The subject cannot suffer Fatigue or wounds from any source for three rounds. The character could be shot point-blank with a Gatling gun, blown up with dynamite, fall off a cliff, and walk through fire without suffering a scratch. Even harmful magical effects are repelled (at the Marshal's discretion, but anything that immobilizes, weakens, or warps the hero's body or mind is generally considered harmful).

Peacemaker

Faith Modifier: -2

Range: Self

Duration: Concentration

Trappings: Prayer, silent vigil

When a blessed invokes this intervention hostility is all but impossible. Everyone within a diameter equal to the caster's Spirit die $\times$ 10 yards (including the blessed) gains Armor +5. Additionally, in order to take any hostile action within or directed into the area of effect, a sodbuster must first succeed on an opposed Spirit roll against the Faith of the blessed who invoked *peacemaker*. On a success the ornery so-and-so can act; otherwise he becomes Shaken and stands there slack-jawed. The effect lasts as long as the blessed maintains her concentration.

Resurrection

Faith Modifier: -4

Range: Touch

Duration: Permanent

Trappings: Prayer, singing

Resurrection brings a dead character back to life with a three-hour ritual. The subject returns healed of all wounds and other afflictions, although he always bears the scar of the wound that killed him as a reminder of his mortality. But bringing back the soul of the departed isn't easy, and the blessed can only raise someone who's been dead for less than half his Faith die in days. The power has no effect on the undead. If it's used on a Harrowed the Faith roll suffers

a -6 modifier, but if successful it banishes the manitou and restores the sodbuster to real, breath-drawing life.

Walls o' Jericho

Faith Modifier: -3

Range: 100 yards

Duration: Instant

Trappings: Earthquake, trumpet, wind

Long ago the walls of Jericho collapsed from the blast of a trumpet. This intervention similarly directs the deity's wrath at a structure or object (although it's less effective against the latter). The power can affect a single building no larger than 10 square feet times the caster's Spirit die. Against such a structure it inflicts 4d12 damage, plus 1d12 per raise, which ignores any Armor. Against ships, trains, steam wagons, flying gizmos, and similar targets, *walls o' Jericho* inflicts 2d12 damage, plus 1d10 per raise.

Wither Limb

Faith Modifier: -2

Range: Spirit

Duration: 1 month/success and raise

Trappings: Curse, lay on hands

Some people have souls so rotten they wear their sin like a badge of honor. And although *wither limb* can be used to deal a crippling injury in combat, it's more often used to teach folks who choose evil a lesson about its consequences. With success on the Faith roll, in combat the blessed still has to make a Touch attack (Fighting with a +2 bonus) against one of the target's body parts. The Fighting attack suffers the same penalty as for a Called Shot. On a hit the location gains an Injury (see the **Injury Table** in *Savage Worlds* and apply the appropriate effect), which lasts a month for each success and raise on the Faith roll. If the subject somehow kills the caster, the effect becomes permanent.



Gear

More than anything else, the city o' gloom is powered by the New Science. Its factories belching soot into the gray skies serve as a testament to that fact. In this highly technological cityscape, it's crucial for cowpokes to have a selection of modern, labor-saving devices at their fingertips. And for when those fingertips get sliced off in a factory accident, we provide a wide array of steam-powered prosthetics for the discerning buyer!

If your hombre takes the Scrapper Edge (see page 11), this section contains everything you need to know. Along with the Charisma penalty, augmentations gained during play inflict a one-time loss of one Spirit die type (min. d4), and thereafter it costs two Advances to raise Spirit. The Marshal has more information on page 44.

AUGMENTATIONS

Following a brief introduction are statistics and short descriptions of the various devices, parts, and prosthetic limbs available to "augers."

Cost: How much it costs a character to have the augmentation installed (unless the Scrapper Edge is taken). This amount covers parts and labor for the operation. It even gives your hero a one-ounce, shaped ghost rock core for her motivator, if the augmentation needs one.

Effect: Benefits gained from the augmentation.

Drain: A numerical rating of the augmentation's strain on body and soul. Associated Traits are the attributes and skills that, when the Trait roll is a 1, cause the augmentation to malfunction. Malfunctions apply when the augmentation is used (in any way) as part of a Trait roll. Each augmentation has a Catastrophic Malfunction.

A character's maximum Drain is equal to innate Toughness (i.e., from Vigor, Edges, and Hindrances; not Armor). If Toughness drops below total Drain, he suffers a level of Fatigue for each point below Toughness (this can result in death). This Fatigue is recovered when the difference in Drain and Toughness is removed (by increasing Toughness or surgically removing augmentations). Once that occurs, one level of Fatigue is recovered per hour.

Fuel is what kind of power the device requires, whether ghost rock, clockwork, or unpowered.

Augmentation Malfunctions

Like nearly all Infernal Devices, augmentations aren't completely reliable. Each augmentation lists its Associated Traits. Whenever the scrapper rolls one of these Traits, that augmentation malfunctions if the Trait die shows a 1, just like any Infernal Device (see sidebar on page 47). Each Augmentation lists a specific Catastrophic Malfunction for a critical failure, but they all use the following Minor and Major Malfunctions.

Minor Malfunction: The auger is Shaken.

Major Malfunction: Powered augmentations wind down or burn through their ghost rock. The scrapper is Shaken, and it takes 1d4+1 actions to reactivate the augmentation (as long as the character has the winding key or more ghost rock). Non-powered augmentations cause a sympathetic reverberation; the scrapper is Shaken and suffers -2 to Parry until he recovers.

Arms

Mechanical and piston arms require a chest brace for support, which is ratcheted across the rib cage and fixed to it with bolts. Note the following arms do not include hands; those attachments must be purchased separately.

Mechanical Arm

This is a geared, piston-driven arm, which includes an upper arm and forearm.

Drain: 2 (For 3 Drain, +2 Str die types); **Effect:** +1 Str die and Armor +2 per arm; **Associated Traits:** Strength, Climbing, Fighting; **Fuel:** Ghost rock; **Cost:** \$1,500 for one arm, \$2,500 for two

Catastrophic Malfunction: Arm explodes for 3d6 damage to the wearer and is destroyed.

Metal Forearm

For those who don't need an entire arm replaced, this hollow limb supports an attachment like a hand or weapon. If the scrapper is hit in the augmented arm, roll 1d6. On a 4-6, the attack hits the forearm (Armor 2). A metal forearm cannot be used with a mechanical or piston arm.

Drain: 1; **Effect:** None (see below); **Associated Traits:** None; **Fuel:** Unpowered; **Cost:** \$500

Catastrophic Malfunction: No effect.

Piston Arm

A piston arm is the heavy-duty version of the mechanical arm. The scrapper can swivel the arm 360 degrees to reach various positions, but ranged attacks and Agility-linked Trait rolls made with the arm suffer a -1 penalty. Delicate items like clockwork hands and gizmo weapons can't be used with a piston arm.

Drain: 2 (For +1 Drain, +1 die type to Strength, max. +2 die types); **Effect:** +2 Str die types, Armor +2, and Str+d6 unarmed damage per arm; **Associated Traits:** Agility, Climbing, Fighting; **Fuel:** Ghost rock; **Cost:** \$1,000 for one arm, \$1,500 for two

Catastrophic Malfunction: Scalding steam in a Small Burst Template centered on the character for 3d6 damage, and arm is destroyed.

FUELING AUGMENTATIONS

Unless something else is specifically noted, augmentations powered by ghost rock consume fuel at the rate of one ounce per week. The ghost rock doesn't have to be refined, by the way—raw nuggets (\$6.25/oz.) work fine for motivators, but they are automatically exhausted by the occurrence of a Major Malfunction. If a specially made, cylindrical, perforated fuel core is used (\$10/oz.), a malfunction does not exhaust it, though it still requires 1d4+1 actions to reactivate it.

Fuel costs are cumulative, so an hombre with three ghost-rock-powered augmentations needs to beg, borrow, or steal three ounces of ghost rock per week to keep them all running. Getting augmented can be an expensive habit!

Clockwork augmentations need their springs wound up for 10 minutes after every six hours of use. Failure to do so results in the device becoming unusable until it's rewound.

Unpowered augmentations are just that—unpowered—so your scrapper doesn't need to worry about fuel for those. He's probably got enough other things to worry about, anyhow!

DEADLANDS: GOOD INTENTIONS

Arm Attachments & Enhancements

All of the following augmentations require a metal forearm, piston arm, or mechanical arm, unless noted. Attachments reside in the arm or forearm's housing and gain the benefit of that augmentation's Armor value.

Buzzsaw

The buzzsaw attachment is a small saw modeled after those found in lumber mills. It can cut through bone, gristle, and even thin steel.

Drain: 2; **Effect:** Str+d10 damage, AP 1; **Associated Traits:** Fighting; **Fuel:** Ghost rock (3 oz./week); **Cost:** \$1,000

Catastrophic Malfunction: 4d6 damage in a Medium Burst Template centered on the scrapper, and the buzzsaw is destroyed.

Clockwork Hand

This is the refined version of the mechanical hand. It relies on finely tuned springs and latches, and adds +1 to Lockpicking, Repair, Stealth (for palming objects and picking pockets), and Agility rolls using the one hand (for +2 Drain the bonus increases to +2).

Drain: 2 if attached to flesh, 1 if attached to a mechanical arm or forearm; **Effect:** Str same as character or arm; **Associated Traits:** Agility, Lockpicking, Repair, Stealth; **Fuel:** Clockwork; **Cost:** \$1,500

Catastrophic Malfunction: The hand spasms uncontrollably for 1d6 rounds and flies apart. A successful Repair roll and 1d6 hours' work repairs it.

Electrical Prod

The prod is a metal stud charged with static electricity that replaces the hand and must be attached to a mechanical arm. The hero charges the prod by pumping the elbow. Each pump adds a charge (to a maximum of six) and takes an action to perform. The user makes a Touch attack; on a successful hit the prod releases all of its energy, so it must be recharged after each use. The attack ignores metal Armor. Stored charges dissipate at the rate of one die per five rounds.

Drain: 1; **Effect:** 1d6 nonlethal damage per charge.; **Associated Traits:** Fighting; **Fuel:** Unpowered; **Cost:** \$800

Catastrophic Malfunction: The scrapper takes full damage from all stored charges. It may not be used again until after a Repair roll (-4), \$450 replacement capacitor, and 1d8 hours' work.

Finger Tools

A set of tools, lockpicks, or medical utensils that retract into a clockwork hand's fingers, grant a +2 bonus to Healing, Lockpicking, or Repair, and count as having any needed tools. Performing stressful movement (like combat) with the tools extended may break them—a 1 on a Trait roll during such situations causes a malfunction. Finger tools require a clockwork hand; if applicable, the bonus is cumulative with that of the hand.

Drain: 2; **Effect:** +2 rolls on affected Trait; **Associated Traits:** Affected Trait; **Fuel:** Unpowered; **Cost:** \$600

Catastrophic Malfunction: The picks break off and jam inside the hand. They're destroyed, and debris causes a -1 to the hand's Agility-linked rolls until it's removed with a Repair roll (-2).

Firearm

A normal-caliber pistol, sawed-off shotgun, or rifle can be inserted into a forearm or arm augmentation. Pistols and sawed-off shotguns add one action to the reload time, and rifles and shotguns add two. The Speed Load Edge reduces the time by one action. A pistol or sawed-off shotgun requires a metal forearm; a rifle, carbine, or shotgun requires a mechanical or piston arm.

Drain: 1; **Effect:** Per installed weapon; **Associated Traits:** Shooting; **Fuel:** Unpowered (requires ammo); **Cost:** \$500, plus weapon cost

Catastrophic Malfunction: A round detonates in the chamber. The arm and gun won't work without a Repair roll (-4) and 2d6 hours' labor.

Infernal Device Weapon

Virtually any handheld infernal weapon can be mounted onto an augmented arm. Weapons which require a backpack or fuel tank mount

only the firing device; the scrapper still has to strap on the additional parts.

Drain: 1 (2 for devices powered by ghost rock);

Effect: Per installed device; **Associated Traits:**

Per installed device; **Fuel:** Per installed device;

Cost: \$700, plus cost of device

Catastrophic Malfunction: Per the gizmo, except the malfunction also destroys the arm holding it!

Grapnel & Launcher

This steam-powered grapnel launcher replaces the scrapper's hand. With success on a Shooting roll the hook has set. The grapnel comes with 50 yards of lightweight cable, which is capable of lifting up to 500 lbs. before breaking and provides a +2 Climbing bonus.

Using the device in hand-to-hand combat is also possible. In this fashion, the grapnel inflicts Str+d6 damage and counts as a melee weapon, with a -2 Fighting penalty.

Drain: 1; **Effect:** See description; **Associated Traits:** Fighting, Shooting; **Fuel:** Ghost rock; **Cost:** \$1,000

Range: 6/12/24; **Damage:** 2d6; **RoF:** 1; **Cost:** \$1,000; **Shots:** 1; **Notes:** Reload 2.

Catastrophic Malfunction: The scrapper takes 4d8 steam damage. The launcher requires 1d4 days' work and a Repair roll (-4).

Grapnel Reeling Device

This enhancement requires the grapnel & launcher, and a full mechanical or piston arm on which to mount it. Activating the reel is an action requiring a Strength roll. It can winch up to 250 lbs. at Pace 6, or drag twice that weight across the ground at Pace 2. Unwilling targets under 250 lbs. may resist the winch with an opposed Strength roll against its Strength d12+2. If the target weighs more than 500 lbs. or successfully resists the winch, the *wearer* has to make the roll or get dragged toward it!

Drain: 1; **Effect:** See description; **Associated Traits:** Strength; **Fuel:** Unpowered; **Cost:** \$500

Catastrophic Malfunction: The cable whipsaws from the reel, striking a random target (possibly the scrapper) for 4d6 damage. The device

requires a Repair roll (-4) and 1d6 hours' work to repair.

Hand Weapons

This simple enhancement installs a housing for attaching a one-handed blade or other weapon onto the end of an augmented arm. Preparing a weapon for mounting is a simple process, requiring only a Repair roll.

Drain: 0; **Effect:** Per installed weapon, +2 bonus versus Disarm; **Associated Traits:** Fighting;

Fuel: Unpowered; **Cost:** \$200, plus weapon cost

Catastrophic Malfunction: No Minor or Major Malfunctions. The weapon breaks, deals full damage to the wielder, and must be replaced.

Hidden Compartment

This is a small compartment about six inches long, two inches wide, and one inch deep. Attempts to hide an item in the compartment add +2 to the Stealth roll.

Drain: 0; **Effect:** See description; **Associated Traits:** None; **Fuel:** Unpowered; **Cost:** \$200

Catastrophic Malfunction: Ignores all malfunctions—Minor, Major, or Catastrophic.

Mechanical Hand

The mechanical, or "piston," hand, is sturdier than the clockwork model. The hand increases Strength for purposes of maintaining or causing damage in a grapple, and unarmed attacks if the scrapper makes a Fighting roll (-2) to squeeze with the hand. Agility rolls made with hand suffer a -1 penalty.

Drain: 1 (For 2 Drain, +2 Str die types); **Effect:** +1 Str die type and Armor +2 per hand; **Associated Traits:** Strength-linked Trait rolls as above; **Fuel:** Ghost rock; **Cost:** \$2,500

Catastrophic Malfunction: The hand falls out of its forearm casing. A Repair roll (-4) and 2d6 hours' work re-affixes it.

Retractable Spike

An eight-inch-long metal spike springs from above the scrapper's wrist when activated; this is a free action. Retracting the spike takes an action. Notice rolls to detect the spike suffer a -4 penalty when it's retracted.

DEADLANDS: GOOD INTENTIONS

Drain: 1; **Effect:** Str+d4+1 damage; **Associated Traits:** Fighting; **Fuel:** Unpowered; **Cost:** \$500

Catastrophic Malfunction: The spike does 2d6 damage to the arm, bypassing Armor, and requires a Repair roll (-4) to function again.

Ears

Ear replacements, unlike eyes, come in pairs. The cost and Drain listed for each augment take this into account.

Echo-Locators

Metal ear baffles, an assembly of ultra-fine wires in the eardrums, and similar wires connected to the hero's voice box allow the user to emit ultrasonic shrieks and track their echoes to "see" in the dark. This negates the penalty for Dim lighting, reduces the Dark penalty to -1, and Pitch Blackness (or the scrapper's blindness) to -2. Notice rolls made to locate invisible items or creatures, as well as attack rolls, are made at -2. Unfortunately, the vocal wire mesh saddles the scrapper with a squeaky voice (-1 Charisma).

Effect: See description; **Drain:** 1; **Associated Traits:** Notice; **Fuel:** Unpowered; **Cost:** \$1,500

Catastrophic Malfunction: The unit burns out. The scrapper takes 3d6 damage to the head (+4 damage). A Repair roll (-4) and 2d6 hours' work render the augment functional again.

Sound Enhancers

These small, rotatable ear trumpets filter extraneous sounds and magnify others, providing a +2 to hearing-based Notice rolls—provided the scrapper takes an action to point them in the same direction. The scrapper suffers a -2 on rolls to resist aural/sonic assaults.

Drain: 1; **Effect:** +2 on hearing-based Notice rolls; **Associated Traits:** Notice; **Fuel:** Unpowered; **Cost:** \$700

Catastrophic Malfunction: Sounds are magnified tenfold: The hero suffers -2 to Trait rolls, and must make a Vigor roll (-2) to avoid being Shaken anytime a gunshot or other loud noise occurs within 4". A Repair roll (-4) and 1d4 hours' work fixes the enhancement.

Eyes

Unless otherwise noted, eye augments are purchased and installed individually. More than one eye-type cannot be combined in a single socket, but a scrapper can have two different eyes installed. If a character installs two eye augments of the same type, the bonus is doubled.

Microscopic Lens

Similar to a jeweler's loupe, this device functions like a normal eye but also magnifies small objects up to 25 times their actual size. This provides +2 on vision-based Notice rolls to see small objects, as well as other vision-based tasks such as Tracking (at the Marshal's discretion).

Drain: 1; **Effect:** +2 on vision-based Notice rolls; **Associated Traits:** Notice, other vision-based Trait rolls; **Fuel:** Unpowered; **Cost:** \$1,000

Catastrophic Malfunction: The auger is rendered blind or one-eyed (-2 to Trait rolls requiring depth perception). It takes 1d6 hours and a Repair roll (-2) to reinsert them.

Shutter Eyes

Shutter eyes must be bought in pairs. The eyes constantly "blink"—rapidly opening and closing—providing the owner with a flickering, kinetoscopic view of the world. Short of Pitch Blackness, the eyes offset up to 2 points of lighting penalties. As a side effect the hero picks up the Minor Habit Hindrance (Clicking lenses).

Drain: 1; **Effect:** Offsets up to 2 points of lighting penalties; **Associated Traits:** Notice; **Fuel:** Unpowered; **Cost:** \$900

Catastrophic Malfunction: Until a Repair roll (-4) is made, the scrapper is blind!

Telescopic Lens

These small, single-tubed, telescoping eye augments project about two inches from the socket. When observing a distant point, the owner adds +2 to Notice rolls.

Drain: 1; **Effect:** +2 on Notice rolls to observe distant objects; **Associated Traits:** Notice; **Fuel:** Unpowered; **Cost:** \$1,000

Catastrophic Malfunction: The scrapper is rendered blind or one-eyed (-2 to Trait rolls

requiring depth perception). It takes 1d6 hours and a Repair roll (-2) to reinsert them.

Head

Head augmentations tend to be invasive, causing correspondingly high Drain.

Cranial Gyroscope

This neurologically invasive augmentation implants a tiny gyroscope in the inner ear to assist the body's sense of balance. When a scrapper has a cranial gyroscope installed, the surgeon suffers a -2 penalty on his Knowledge (Augmentations) roll to perform the complex operation. Cranial gyroscopes are highly invasive and come with their own set of risks.

Roll a d6 when the gyroscope is installed: 1 = roll again twice (ignore 1s), 2 = Notice die reduced one step, 3 = Smarts die reduced one step, 4 = gain Delusional (Minor) Hindrance, 5 = gain the Clueless Hindrance, 6 = no ill effects.

Drain: 3; **Effect:** +1 to Agility, Fighting, Riding, Throwing; **Associated Traits:** Agility, Fighting, Riding, Throwing; **Fuel:** Unpowered; **Cost:** \$750

Catastrophic Malfunction: The scrapper is Shaken and gains a Fatigue level that fades after 30 minutes and success on a Vigor roll. The gyroscope doesn't work until she recovers.

Piston Jaw

This option replaces the scrapper's jaw with an iron assembly like a bear trap, with a steam-powered piston instead of a spring. Biting requires a successful Fighting roll. A piston jaw conveys the Ugly Hindrance.

Drain: 2; **Effect:** Bite for 2d10 damage; **Associated Traits:** Fighting; **Fuel:** Ghost rock; **Cost:** \$750

Catastrophic Malfunction: The scrapper takes 3d8 damage to the head (+4 to damage), ignoring armor. A Repair roll and 1d6 hours' work fixes the jaws.

Skull Plate

This augmentation replaces a large chunk of the scrapper's skull with trusty ghost steel and rivets, lending new meaning to the term "hard-headed."

Drain: 1; **Effect:** Armor +3 on the head, Headbutt for Str+d4 damage; **Associated Traits:** None; **Fuel:** Unpowered; **Cost:** \$700

Catastrophic Malfunction: Ignores all malfunctions—Minor, Major, or Catastrophic.

Venomous Fangs

Venomous fangs are connected to a reservoir that the scrapper fills with liquid—poison, weak acids, or various alchemical compounds. A successful bite injects the "venom" into a victim. The reservoir holds enough fluid for 10 attacks, or 20 Power Points worth of an alchemical concoction. Refilling the reservoir takes five minutes. Fangs require a piston jaw.

Drain: 2; **Effect:** +2 bite damage, injected liquid; **Associated Traits:** Fighting; **Fuel:** Unpowered; **Cost:** \$700

Catastrophic Malfunction: The reservoir bursts. Trait rolls to resist the stored liquid receive a -4 penalty. The augmentation is destroyed, and the auger simultaneously suffers the piston jaw's malfunction!

Legs

Legs usually come in pairs, but it's possible to replace a single lost leg. Such a lopsided scrapper doesn't gain the benefits of the augmented leg but can walk normally.



SHOOTIN' IRONS AND OTHER RANGED WEAPONS

Weapon	Range	Damage	RoF	AP	Shots	Weight	Cost
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Clothing

Hat Gun	12/24/48	2d6+1	1	1	6	8	\$250
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Notes: Shooting -2

Miscellaneous

Rifle Cane	24/48/96	2d8	1	2	1	2	\$150
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Notes: Min. Str d6, reload 2, Malfunction: 2d6 damage in SBT.

Rifle Parasol	24/48/96	2d8	1	2	1	3	\$200
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Notes: Min. Str d6, reload 2, Malfunction: 2d6 damage in SBT.

Hydraulic Miner	10/20/40	Special	1	—	Special	300	\$1,400
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Notes: May not move unless vehicle-mounted, Shooting -2, opposed Strength roll versus water strength d12+2 or be knocked prone and back 1" per raise, Malfunction: 4d20+4 damage in LBT.

Grapple Gun	5/10/20	2d6	1	—	1	10	\$150
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Notes: Takes three rounds to build gas pressure for a shot, Malfunction: 3d6 steam damage, Repair roll (-2) and 2d6 hours' work required.

Exotic Weapons

Blowpipe	5/10/20	1d6+1	1	—	1	0.5	\$100
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Notes: On a Shaken or wound result, the dart sticks and delivers its payload, Malfunction: 2d6+1 damage plus the effects of the dart's payload.

Boomerang	10/20/40	Str+d6	1	—	—	2	\$25
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Notes: Min. Agility d8, returns on a miss, Malfunction indicates thrower is hit for full damage.

Shuriken	4/8/12	Str+d4	2	—	—	0.5	\$3
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Smoke Pellet	4/8/12	—	1	—	—	—	\$15
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Notes: Fills MBT with smoke, -6 to attacks into, through, or out of the area, Malfunction: Smoke causes a level of Fatigue each round to characters within it who fail a Vigor check.

Special Weapons

Acid Gun	Cone	2d10	1	4	16	12	\$2,500
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Notes: Fires concentrated acid, Malfunction: User takes full damage, Repair roll and 2d6 hours required.

Air Gun (Pistol)	10/20/40	2d4	1	—	6	1	\$300
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Notes: Unless close by, Notice roll required to hear shot, Malfunction: Repair roll and 1d6 hours' work.

Air Gun (Rifle)	20/40/80	2d6	1	—	15	4	\$600
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Notes: Unless close by, Notice roll required to hear shot, Malfunction: Repair roll and 1d6 hours' work.

Ammo-matic	24/48/96	2d8	3+	2	600	50	\$7,000
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Notes: May not move; RoF is 3, then 6, then 9; Malfunction: 1d10+5 damage in LBT.

Dynamite Launcher	8/16/32	Special	1	—	10	25	\$750
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Notes: Min. Str d8, damage per dynamite (see the *Deadlands Player's Guide*), Malfunction: Remaining dynamite sticks explode in the launcher.

Flash Gun	Cone	Special	1	—	6	5	\$150
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Notes: Agility (-4) or be blinded for 2d6 rounds, Malfunction: Vigor roll in LBT or blinded and deafened.

Lightning Gun	24/48/96	2d10	1	—	Unlimited	20	\$2,750
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Notes: Limited movement due to recharge stakes, reload 2 (recharge), Malfunction: 3d10 damage in LBT.

Net Gun	10/20/40	Special	1	—	1	6	\$350
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Notes: Hit is partial restraint (-2 to Pace and Agility- and Strength-linked skills), a raise full restraint; Malfunction: 2d6 damage to user and restrained by a net, Agility roll to get free.

MELEE WEAPONS

Weapon	Damage	Weight	Cost	Notes
Bowie Knife	Str+d4+1	2	\$4	AP 1
Bowie Knife, Ghost Steel	Str+d4+2	2	\$250	AP 2
Brassclaw Bracer	Str+d8	4	\$100	Min. Agility d8, Parry +1
Chainsaw	2d6+4	20	\$800	Min. Agility d10
Electrostatic Knife	Special	2	\$400	Touch attack delivers electric shock, Vigor roll or Shaken 1d4 rounds
Electrostatic Saber	Special	5	\$800	Touch attack delivers electric shock, Vigor roll or Shaken 1d4 rounds
Fighting Fan	Str+d4	1	\$4	Min. Agility d6, Parry +1
Flying Claw	Str+d4	3	\$30	Min. Agility d8, Parry -1, Reach 2
Force-Amplification Mace	Str+d8	8	\$75	Min. Str d6, Parry -1
Naginata	Str+d4	5	\$30	Min. Agility d6, Parry +1, Reach 2
Nunchaku	Str+d4	4	\$30	Min. Agility d8
Sai	Str+d4	2	\$6	Min. Agility d6, Parry +1
Three-Section Staff	Str+d4	8	\$45	Min. Agility d10, Parry +1, Reach 1, requires two hands

VEHICLES

Vehicle	Acc/Top Speed	Climb	Toughness	Crew	Cost	Notes
<i>Airships</i>						
Air Carriage	5/20	5	16 (4)	2+8	\$10,000	25 miles/lb ghost rock
Auto-Gyro	15/30	20	8 (2)	2	\$8,000	Piloting -2 in rough conditions, 50 miles/lb ghost rock
Ornithopter	5/20	10	6 (1)	2	\$5,000	Requires no ghost rock
Super Gyro	15/30	15	8 (2)	2+6	\$16,000	Piloting -2 in rough conditions, 25 miles/lb ghost rock
Whirligig (Personal)	10/20	10	6 (1)	1	\$2,000	Piloting -2 in rough conditions, lifts 300 lb for 60 min/lb ghost rock
<i>Ground Vehicles</i>						
Perpetual Landship	5/15	—	2+6	2+6	\$5,000	Driving -2 in rough terrain, no ghost rock needed
Rail Runner	5/15	—	12 (5)	2+6	\$5,500	Driving -2 in rough terrain, 50 miles/lb ghost rock on earth or 70 miles/lb on rails
Steam Carriage	5/20	—	10 (3)	1+3	\$2,500	Driving -2 in rough terrain, 50 miles/lb ghost rock
Steam Cart	5/15	—	8	1+5	\$1,200	Functions only on rails, 50 miles/lb ghost rock
Steam Wagon	5/15	—	10 (3)	1+3	\$1,500	Driving -2 in rough terrain, 60 miles/lb ghost rock
Velocipede	10/20	—	8 (2)	1	\$800	+1 Crew with sidecar, 100 miles/lb ghost rock

DEADLANDS: GOOD INTENTIONS

Mechanical Leg

Unlike arms, mechanical and piston legs come with “feet.” The legs’ added Strength is used when jumping for distance and for Load Limit.

Drain: 2 for one leg, 3 for both (For 4 Drain on both legs, +1 Str die type and +2 Pace, maximum of +2 die types and +4 Pace); **Effect:** For two legs, adds +1 Str die type to Strength and Armor +2; **Associated Traits:** Agility, Strength; **Fuel:** Ghost rock; **Cost:** \$1,500 for one, \$2,500 for two

Catastrophic Malfunction: The character takes 3d6 damage and the leg is non-functional without a Repair roll (-2) and 2d6 hours’ work.

Piston Leg

Piston legs substitute their Strength for jumping rolls and figuring Load Limit. Piston legs provide Armor +2 to the location; stronger legs have heavier armor. Agility-linked Trait rolls made with legs suffer a -1 penalty.

Drain: 2 for one leg, 3 for both (For 4 Drain on both legs, +1 Str die type and +2 Pace, maximum of +2 die types and +2 Armor); **Effect:** For two legs, adds +2 die types to Strength and Armor +2. Lowers Pace by 2; **Associated Traits:** Agility, Strength; **Fuel:** Ghost rock; **Cost:** \$1,000 for one leg, \$1,500 for two

Catastrophic Malfunction: The leg is destroyed.

Leg Attachments & Enhancements

The following augmentations all require either a mechanical or piston leg.

Double Motivators

Another motivator increases power and output; add +2 to any Strength, Agility, or associated Trait rolls that rely on the legs. Also, the scrapper can jump 2” horizontally from a dead stop, or 4” with a “run and go,” adding +2” with a successful Strength roll. He also gains +2 to Pace and his Running die increases a die type.

Drain: 1 (two additional motivators, one for each leg); **Effect:** +2 to Trait rolls that rely on the legs; **Associated Traits:** Agility, Strength; **Fuel:** Ghost rock; **Cost:** \$1,500

Catastrophic Malfunction: The limb explodes for 4d6 damage is destroyed.

Hidden Compartment

An empty space in the leg housing, eight inches long by three inches wide by two inches in depth. Attempts to hide an item in the compartment add +4 to the Stealth roll.

Drain: 0; **Effect:** See description; **Associated Traits:** None; **Fuel:** Unpowered; **Cost:** \$200

Catastrophic Malfunction: Ignores all malfunctions – Minor, Major, or Catastrophic.

Retractable Blade

This six-inch blade implanted in an augmented foot extends or retracts as an action, but Fighting rolls to hit with it suffer a -2 due to the weapon’s awkwardness. When retracted, the blade is detectable only with a successful Notice roll (-6).

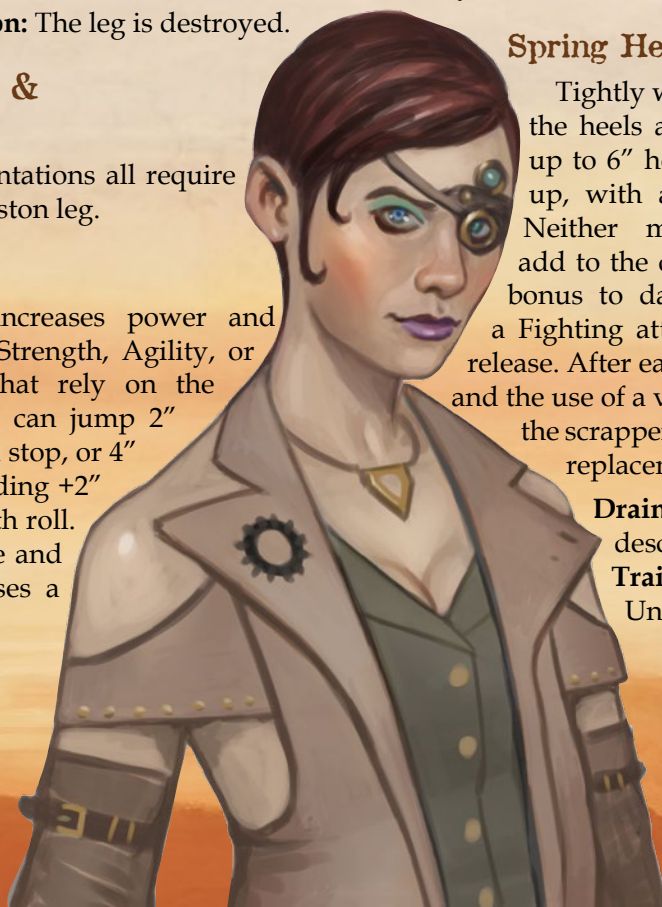
Drain: 1; **Effect:** Str+d8 damage; **Associated Traits:** Fighting; **Fuel:** Unpowered; **Cost:** \$500

Catastrophic Malfunction: The blade strikes the scrapper’s other leg for 2d6 damage and is destroyed.

Spring Heels

Tightly wound, ghost-steel coils in the heels allow a scrapper to jump up to 6” horizontally, or 3” straight up, with a successful Agility roll. Neither movement nor Strength add to the distance. This grants a +2 bonus to damage if combined with a Fighting attack. The coils fall off at release. After each use it takes 10 minutes and the use of a vise to recoil them. Should the scrapper leave the springs behind, replacements cost \$50.

Drain: 0; **Effect:** See description; **Associated Traits:** Agility; **Fuel:** Unpowered; **Cost:** \$400



Catastrophic Malfunction: The springs shatter and launch the hero one-quarter the normal distance. It takes a successful Repair roll (-2) and 2d6 hours' work to repair the legs.

Torso

Abdominal Armor

Adds a support frame and protective ghost-steel plates to the scrapper's arsenal. Heavy abdominal armor causes a -1 on all Stealth rolls.

Drain: 1 (light)/2 (heavy); **Effect:** Armor 2 (light)/Armor 4 (heavy). Stealth -1 if equipped with heavy; **Associated Traits:** Vigor (Soak rolls); **Fuel:** Unpowered; **Cost:** \$500 (light)/\$1,000 (heavy)

Catastrophic Malfunction: Flakes of ghost rock embedded in the armor ignite, dealing 2d10+4 damage (3d10+4 for heavy armor) to the auger and destroying the armor.

Bellows Springs

Coil springs increase lung capacity by drawing more air. The scrapper can hold his breath for rounds equal to his Vigor die +2.

Drain: 1; **Effect:** +2 to Vigor rolls related to holding one's breath or strenuous activity; **Associated Traits:** Vigor; **Fuel:** Unpowered; **Cost:** \$500

Catastrophic Malfunction: The bellows become stuck. Each round he must make a Vigor roll (-4, without the springs' benefit) or gain a Fatigue level. A Strength check unsticks them: This deep, painful breath leaves the auger Shaken.

Snorkel

A retractable breathing tube in the scrapper's back aerates her lungs. The tube extends up to six feet, allowing an average-sized hero to function in up to 10 feet of water.

Drain: 1; **Effect:** Provides unlimited air in 10 feet of water or less; **Associated Traits:** Vigor, Swimming; **Fuel:** Unpowered; **Cost:** \$500

Catastrophic Malfunction: The snorkel valve jams after 2d6 rounds' use. Roll Vigor each round until she surfaces or take a level of Fatigue. Consult **Swimming** in *Savage Worlds*.

INTERNAL DEVICES

New Science devices and gizmos are more common in the City o' Gloom than anywhere else in the Weird West. To reflect their role in everyday life, we provide sodbusters with a partial list below of labor-savers they might purchase. The tables on pages 26-27 contain a wide variety of weapons and vehicles.

Ghost-rock powered vehicles produced in the City o' Gloom tend to be faster and better-constructed than those exported to other regions. They have to be, given the constant threat of becoming rattler bait! The steam carriage in particular (see page 27) trades fuel economy for speed so it can outrun a salt rattler on the open flats...at top speed, that is.

Ghost Rock as Fuel

Vehicles and other Infernal Devices that use ghost rock are assumed to be loaded with specially refined and shaped fuel cores, which burn roughly twice as hot as unrefined ghost rock. Unrefined ghost rock can be used in a pinch, but the result is a vehicle or device that's about half as effective as usual. For example, a vehicle that travels 50 miles on a one-pound fuel core only travels 25 miles per pound of unrefined ghost rock nuggets or powder.

Ghost Rock Fuel Core: Cost \$120/lb.

Ghost Rock: Cost \$100/lb.

Processed/Powdered Ghost Rock: Useful in experimentation and research & development. Cost \$150/lb.

Selected Devices

Here we present a selection of commonly available Infernal Devices manufactured by various companies, including Smith & Robards and Hellstromme Industries Ltd. *The 1880 Smith & Robards Catalog* (available at www.peginc.com) contains many more.

Armored Hat: A steel skullcap hidden in a conventional hat. Comes in light (Armor +1) and heavy (Armor +2) versions. (Light: 2 lb, \$500; Heavy: 4 lb, \$800)

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Bulletproof Vest: Available in light (Armor +2) and heavy (Armor +4, -1 to Agility rolls) versions. If the wearer rolls snake eyes on a soak, the vest ignites for 2d10 damage and 2d6 damage per round until removed. (Light: 10 lb, \$1,800; Heavy: 20 lb, \$2,800)

Diving Suit: Allows the wearer to descend to 250 feet or less underwater for up to an hour per compressed air tank. Use Boating or Swimming to operate a diving suit. On a Malfunction, the helmet bursts for 2d6 damage. (45 lbs, \$2,000)

Duster, Armored: Covers all but the head, hands, and feet with light (Armor +2, -1 to Agility rolls) and heavy (Armor +4, Pace -1, -1 to Agility rolls) versions available. If the wearer rolls snake eyes on a soak, the vest ignites for 3d10 damage and 2d6 damage per round until removed. (Light: 20 lb, \$3,500; Heavy: 40 lb, \$5,500)

Hat Periscope: Allows the wearer to surreptitiously peer over and around obstacles. Notice rolls suffer a -2 penalty, and Trait rolls for more complex actions performed through the scope suffer a -4 penalty. (12 lb, \$200)

Noiseless Shoes: The wearer adds +2 to Stealth rolls and +1 to Climbing rolls. On a Malfunction the soles burst into flames, causing 2d8 damage and 2d6 damage per round until removed. (1 lb, \$500)

Owl-Eye Goggles: The wearer suffers no Illumination penalties in anything but Pitch Darkness. A Notice roll at -2 is needed to see things beyond 10". On a Malfunction the wearer must roll Vigor (-4) or be blinded for 1d6 days. (1 lb, \$1,000)

Rattler Detector: When its parabolic dish is placed on the earth, the device detects rattler activity. The Marshal secretly rolls the user's Smarts; with success it sets off a loud alarm bell when a rattler moves within a 100-yard radius. On a Malfunction the device vibrates and *attracts* any rattlers in the vicinity. (5 lb, \$100)

Spring Boots: The wearer adds +2 to Strength rolls for jumping and may add +2" to the total distance covered. On a Malfunction the total distance is doubled and the wearer suffers 2d6 damage if she hits a solid object. (2 lb, \$400)

Tethered Satellite: A one-time-use rocket lifts the kite-like satellite to altitudes between

500 and 2,500 feet, where it can remain for up to two weeks. Mirrors and lenses provide 50x magnification (Notice +4 within two miles). Roll Smarts to operate the satellite; on a Malfunction the device flies apart, showering a LBT beneath it with debris for 2d10 damage. (10 lb, \$4,000)

Vapor Mask: A rubber respirator that covers the face. The wearer gains +4 on Vigor rolls to avoid the effects of airborne dust and gases (including rolls to avoid contracting ghost rock fever). On a Malfunction the filter disintegrates and the wearer suffers 3d6 damage; replacement filters cost \$25. (.5 lb, \$100)

Elixirs and Tonics

Adrenal Booster: Boosts drinker's Strength and Vigor by a die type and increases Pace +2 for 10 minutes. The drinker then rolls Vigor or suffers Fatigue. Malfunction causes the drinker's Strength and Vigor to drop a die type and her Pace to be halved for 1d6 hours. (\$200/dose)

Dehydrated Air Tablet: Provides 3d6 minutes' air when placed in the mouth, protecting the user from drowning, poison gases, and smoke. Roll Vigor; on a Malfunction the tablet causes Fatigue and is useless. (\$30/dose)

Healing Unguent: Spreading this thick salve onto a wound allows the hero to make a Vigor roll. A success heals a wound, a raise heals two. On a Malfunction the unguent burns the treated area for 3d6 damage. (\$80/dose)

Liquid Courage: This shot steels the nerves. Make a Vigor roll when drunk; on a success it adds +2 to the drinker's Fear checks for 30 minutes, but he must succeed on a Smarts roll (-4) to run from life-threatening situations. On a Malfunction the hero goes berserk, is immune to Fear and Intimidation, and attacks everyone nearby. (\$30/dose)

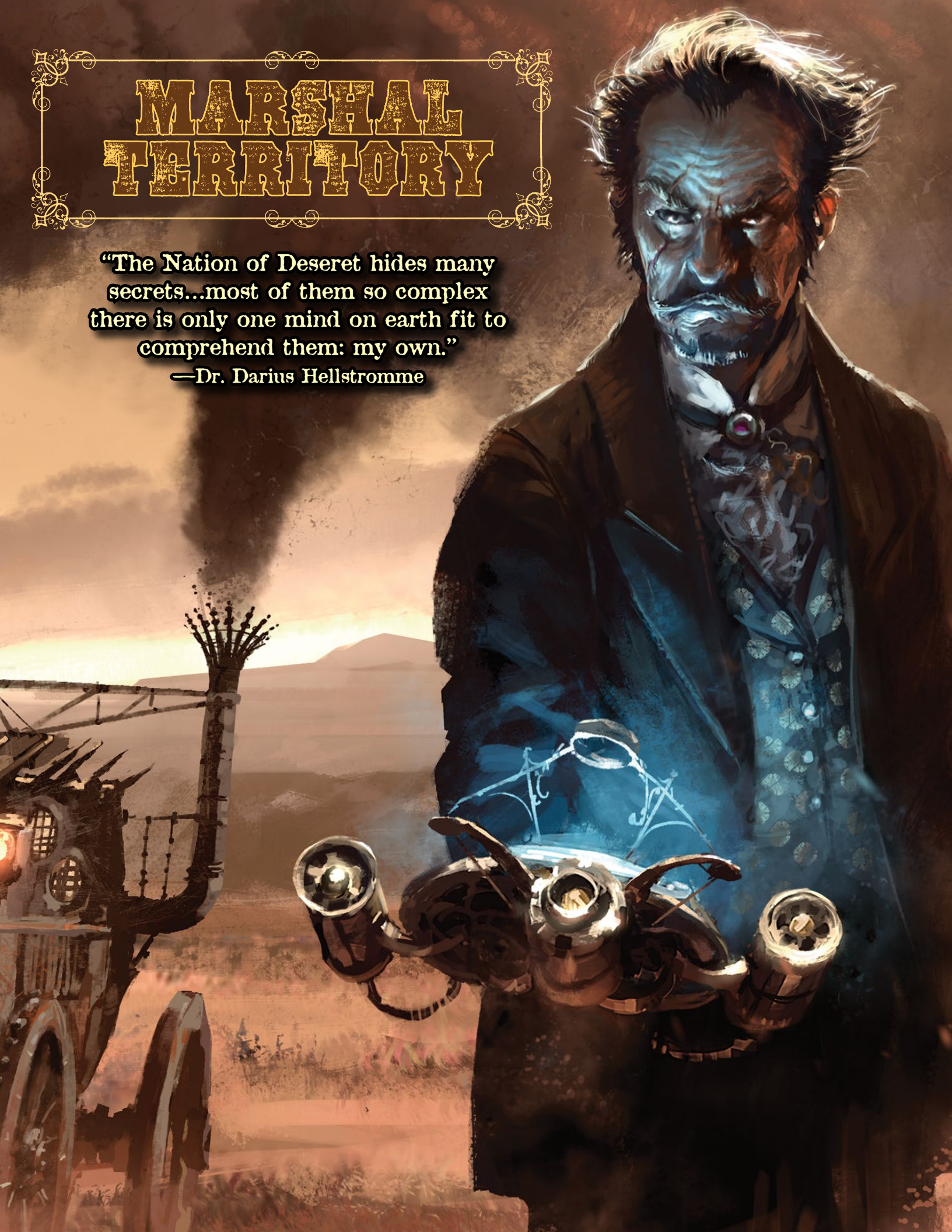
Samson's Elixir: Increases the drinker's Strength by two die types for 10 minutes. Roll Vigor; on a Malfunction the user's Strength is lowered by two die types (min. d4). (\$60/dose)

Tactile Desensitizer: The drinker ignores up to 2 levels of wound modifiers for 10 minutes. On a Malfunction, the drinker gains the Thin Skinned Hindrance (see the *Deadlands Player's Guide*) for 10 minutes. (\$30/dose)

MARSHAL TERRITORY

**"The Nation of Deseret hides many
secrets...most of them so complex
there is only one mind on earth fit to
comprehend them: my own."**

—Dr. Darius Hellstromme







Pestilence's Realm

The Four Horsemen, called the Reckoners by those few souls who know they exist, have bent all their energies toward "terrorforming" our world into a veritable Hell on Earth. When their work is done, and the earth remade in the Deadlands' image, the Reckoners will be able to leave behind their tortured spiritual existence and stride our world in the flesh.

The Reckoners work their havoc across the globe, but in the 1880s they focus on the American West, a lawless frontier that's especially promising for transformation into a vast Deadland.

The Reckoners' depredations know no boundaries, but each enjoys its own concentrated domain. *Good Intentions* showcases Pestilence, whose disease-ridden realm is largely centered on the Nation of Deseret, and also stretches down the long Mississippi River to the Gulf of Mexico. That said, with the twin "diseases" of technology and ghost rock spreading at a geometric rate, in a way Pestilence is the most powerful of the Reckoners. After all, he's got his sights set not only on the Weird West, but on the world.

King o' Germs

Pestilence bides his time in the Hunting Grounds' shadowy depths, spreading virulent disease and dreaming up new plagues to unleash on mankind. On those rare occasions he takes

physical form, Pestilence appears as a gaunt man with a pallid complexion. His body is covered with weeping sores and some of his fingers and his nose are eaten away by leprosy. He carries a sword and bow, and wears a golden crown of entwined snakes.

Pestilence's mount is a white stallion called Pharmakos, which is surrounded by a cloud of buzzing horseflies. Its lower legs are red and inflamed with infection.

Black Death

The specter of sickness hangs over Deseret's frame like a tattered duster. So how does the Marshal convey the overall feel without the characters constantly bedridden with one malady or another? Descriptively.

Describe the soot masks worn by everyone in the City o' Gloom who can afford one, and the bandannas everyone else uses to cover their faces. At times it's as if the city's streets are a

DEADLANDS: GOOD INTENTIONS

tuberculosis ward, filled with faceless masses of humanity. Let characters hear the hacking, spasming coughs of Junkyard's factory workers. They read newspapers filled with tales of disease outbreaks in far-flung towns, and accounts of the ghost rock fever that randomly kills hundreds of city residents each year. The air itself has a burning ozone taste to it. Infernal Devices and New Science technology are everywhere.

In short, use the Setting Rules (beginning on page 44) sparingly with respect to the player characters—specifically **Ghost Rock Fever** and **Soot**—but keep these rules' effects in mind as you narrate scenes and create your own adventures. Pestilence's viral touch is everywhere.

THE LIFE OF DARIUS HELLSTROMME

All right, Marshal, time to sit up and pay attention because we're going to share with you what's probably the Weird West's deepest secret. The tiny gleaming nugget of ghost rock in a mountain of hazy secrets and evil conspiracies. The root of all evil, as it were.

At its heart, *Deadlands* is a love story.

You read that right. All the Servitors' tragedies were somehow exacerbated by love—Grimme's love for his fellow man, Raven's love for his people, the love forever denied Stone—but in Hellstromme's case the link is central and ongoing. Hellstromme's mad quest to rescue his wife's soul from Hell, although fated to failure (for now), ends up dooming humanity to suffer a literal Hell on earth.

Well, shoot—we're getting ahead of ourselves. We have to go back to Hellstromme's beginnings in England to truly understand the brilliant madman he's become.

Early Days

Darius Hellstromme was born in London in 1824, at the height of the Industrial Revolution. His parents, Leopold and Molly, were poor and uneducated laborers. Wanting only the best for young Darius, when he turned 13 they sent him to live at his uncle Mortimer's house in the city.

Mortimer Hellstromme had grown rich from the string of textile mills he owned. When Darius displayed a keen mind and talent for mechanical repairs, Mortimer took a shine to the lad. Soon Darius was working for his uncle. At age 14 he was responsible for overseeing maintenance and repairs at all Mortimer's mills. Productivity and profits soared.

Although Darius was happy to keep working on factory machines, continually tinkering and improving their performance, Uncle Mortimer insisted the boy receive a military education. He purchased him a commission in Her Majesty's Royal Engineers and packed the young man off to the Military Academy at Woolwich, about 10 miles east of London proper.

Hellstromme excelled and shot to the top of his class, completing his course of studies and graduating in only two years' time. Some instructors were awed by the boy's genius, others envious of his brilliance. None could deny his mind was far keener than theirs, and all predicted a bright future for Darius. They had no idea how right—and wrong—they were.

Life During Wartime

Britain's extensive empire seemed beset from all sides by 1840. A great many bloody, brutal wars were required to preserve holdings on which, it was said, the sun never set. As a newly minted officer of the Royal Engineers, Hellstromme traveled all over the world building roads, dams, and bridges to support England's military efforts in Afghanistan, Egypt, China, and Uruguay.

In China, while the Queen's army fought the first Opium War, Hellstromme met the young woman he declared "an angel" to his colleagues. Vanessa Wheatleigh was a general's daughter who'd accompanied her father to his post in Hong Kong. Before long the two were inseparable. They were wed after a whirlwind romance and courtship, during which Vanessa's gaiety and optimism buoyed their fondness for one another.

When the Anglo-Sikh war broke out in 1845, Hellstromme was among the first engineers posted in India to aid the British East India Company. Of course Vanessa traveled there at

his side, despite the dangers posed by enemy combatants and the tropical climate.

In his spare time, Hellstromme devised new weapons of war and happily offered them up for use by the crown in crushing the Sikh forces. Although he had little real success with some of his more outré notions, during these years Hellstromme devised many of the core inventions that would later be copied and form the basis of all New Science. Among these were the flamethrower and the steam-powered attack vehicle (later known as a “tank”), both of which were first fielded against the Sikhs in India.

As Hellstromme’s work consumed his days, another side of Vanessa’s personality was revealed when she fell into melancholy. Darius couldn’t see beyond his inventions to understand her plight, and she couldn’t explain the source of her sadness. He accused her of sabotaging his career and livelihood; they argued bitterly.

Hellstromme’s inventions were so effective they gave the enemy new fervor, and Afghans began joining the Sikhs. By 1846 they were fighting savagely against British holdings and Hellstromme’s post was at risk.

Things took a turn for the worse when Vanessa contracted a tropical disease that left her bedridden. Unable to cure his wife, Hellstromme tumbled headlong into his work in an attempt to cope with his own inadequacy. Vanessa’s sadness consumed her. Hellstromme’s angel perished in February as Sikh fighters overran their British East India Company base.

Over the ensuing years several versions of the truth leaked out. Hellstromme told people his wife had been slaughtered by a mad doctor during a surgery gone wrong. The official story as reported by the Royal Engineers claimed Vanessa was killed by Sikhs during the battle. The truth was far simpler and sadder.

Confined to her bedchamber and convinced her husband had abandoned her, Vanessa drank a bottle of poison just before the fighting began. When Hellstromme returned to their bungalow in an attempt to evacuate, he found her lifeless, her spirit fled. He howled in rage and frustration. That moment of loss would come to define the remainder of his long, long life.

Out of Africa

Hellstromme’s commanding officer, convinced the engineer’s diabolically effective inventions were inflaming the enemy’s passions, reassigned the grieving doctor to South Africa. Some say he wanted to give Hellstromme a much-needed change of scenery, but others claim he did it to stop the doctor from inciting total war in India.

For a time Hellstromme turned his mind toward methods to brutally smash the Xhosa tribes’ resistance. But as the death count continued to rise and the natives persisted in bloody rebellion, he became disillusioned with warfare. Thoughts nattered continually in his brain’s recesses, insisting his destiny was far greater than simple inventing. Hellstromme became determined to do more than fight; he intended to rule the earth and the heavens...and even Hell itself.

Then and only then would he defeat Death and restore his fallen angel to vitality. Only then could he give Vanessa back the life she’d thrown away. Only then would he be satisfied.

Sometime in mid-1847, the engineer deserted his post in the dead of night and boarded a cargo ship to Madagascar. After wandering the island nation for several months—during which he was accused of witchcraft and proved his innocence by ingesting and surviving the poison of the “tanga ordeal”—Hellstromme met French adventurer and industrialist Jean Laborde.

Laborde was chief engineer to Madagascar’s monarchy at the time, overseeing a massive industrial effort. Hellstromme was struck by the way Laborde had gained such influence and wealth by making himself indispensable to those in power. It was a lesson the scientist would later exploit to great effect in Salt Lake City.

Hellstromme left Laborde’s employ in June of 1851. For the next 13 years he wandered the earth’s farthest reaches, seeking forgotten and forbidden knowledge that would allow him to restore his beloved Vanessa. Although Hellstromme’s life, limb, and sanity were often at risk, the brilliance of his intellect carried him through countless scrapes. By the early 1860s he was a man whose ruthlessness and determination were equal to his prodigious smarts.

There Comes a Reckoning

Darius Hellstromme awoke at dawn on July 3, 1863, in the city of Gibraltar. His sleep had been plagued by intricate, ever-expanding equations that solved themselves, then inverted and solved themselves again. These in turn became blueprints, and those plans morphed into fully realized, steam-powered mechanical devices that clanked and churned and howled through his dreams.

Convinced he'd been divinely inspired, Hellstromme frantically scribbled out ideas, sketches, and plans. He could barely keep his own mind's pace! Hours later a stack of papers sat before him filled with cramped handwriting, and he realized he'd passed the entire day without a meal or even rising from his chair.

He fell again into a fitful sleep and dreamed of snowcapped peaks he somehow understood to be the remote Hindu Kush. The next morning he departed Spain for northern Afghanistan, drawn by an eerie clarion call from within the earth: the keening cry of ghost rock. Upon arrival he assembled a team of miners and sherpas to accompany him into the mountains. In early 1864 on the icy slopes of Mount Noshaq, Hellstromme discovered a small vein of a miraculous substance he called *hellstromium*. It was scarcely more than eight pounds total, but its prodigious heat was more than sufficient to fuel a scientific revolution.

Hellstromme constructed an underground base and laboratory on the site, in the hope he would unearth more hellstromium for his experiments. Although he and his team were unable to do so, the experimental devices Hellstromme constructed during these years put him head and shoulders (probably even knees) above the competition after 1868.

Because we all know what happened in August of 1868: The Great Quake shook the world's foundations, tore California asunder from top to bottom, and from the newly formed sea canyons unleashed a strange superfuel on the world. Inspired by the unearthly moans and howls it produced when burned, the first Californians to find it dubbed the stuff "ghost rock."

When the news reached Afghanistan months later, Hellstromme was too stunned and

overjoyed to quibble with the name. He'd found his calling, and now he was certain where his path led next: America, land of opportunity.

Coming to America

Hellstromme used the time afforded by his journey to undertake extensive research on the phenomenon of the so-called "Ghost Rock Rush" of late 1868. Like most other treasure seekers, the doctor charted a course toward California to witness the boom firsthand. *Unlike* most of his peers, Hellstromme predicted the Great Maze's instability. He took great pains to uncover news stories of lesser ghost rock strikes in other, less tumultuous locales.

Hellstromme spent 1869 touring California's length and breadth. In Lost Angels and Shan Fan, he found infighting and chaos on a historic scale. Tongs battled in the north, Grimme's fanatics ruled the south, food was strangely scarce, and the North and South were busy continuing the Civil War as best they could. It was no place to build an empire of New Science.

But Hellstromme acquired enough ghost rock along the way to complete some of his earliest and most brilliant designs, so he knew such an empire was possible. In his scouring of news sources he'd discovered that ghost rock was also to be had near Tombstone, Arizona, and in the Black Hills of the Dakota Territory. Both of those locales, however, presented nearly the same challenges as the Maze.

But then a short, fateful news story buried in the *Epitaph's* back pages caught Hellstromme's eye as he labored over tea and crumpets. It was reported that a Benjamin Strand had emerged from Utah's Wasatch Mountains hauling a 10-pound ghost rock boulder, which he sold in Salt Lake City before again vanishing into the mountains. No one could say where his claim lay, and it was the only reported find in Utah.

To Darius Hellstromme, the implications were startlingly and instantaneously apparent.

Among the Saints

Things were tough for the Mormons in 1870.

Sure, they'd followed their leader and prophet Brigham Young into a trackless desert

and succeeded in raising up a city in its midst. And with the Civil War's grinding, brutal progress President Young's claims of autonomy for Deseret gained more and more strength. But by 1870 the growing city was all but cut off from its surroundings.

The burrowers beneath that the locals called "salt rattlers" ruled the flats, and they seized just about anything or anyone who tried to cross. Horses, wagons full of folks, hombres on foot, and chicas riding mules: All were pulled under the earth and devoured in a bloody spray.

Hellstromme brought salvation in the form of one of his most brilliant innovations: the horseless wagon. The steam-powered machines alone were swift enough to outrun rattlers and restore Salt Lake City's connections with the rest of the West. Within days Hellstromme had Brother Brigham's ear; three weeks later he converted to Mormonism to ensure the public's trust.

After several prospecting missions in the Wasatch Mountains confirmed Hellstromme's suspicions of a fortune in ghost rock for the taking, he convinced Brigham that mining it would be a boon for the city's and the Saints. The question had long been a bone of contention among the Mormons, many of whom argued in favor of it only to be vetoed by President Young. Now the promise of Hellstromme's "New Science" showed Brigham new possibilities. Although he still forbade Mormons from doing the digging, Young allowed mining operations to begin.

Junkyard's Rise

At Hellstromme's urging, Young instructed his patrols to stop ejecting Gentile miners from the Wasatch range. Instead Hellstromme offered them gainful employment as miners of the scores of claims he'd staked. With the sheer capital raised by his ghost rock acquisitions, the doctor founded Hellstromme Industries, Ltd. At the same time, he hired a board of directors and incorporated Wasatch Railroad in Des Moines, Iowa, to utilize locomotive technology to seize opportunities in other parts of the West.



Over the next five years Hellstromme's factories—and others like them—sprang up in central Salt Lake City near City Creek. The doctor provided the city with electrical power. More important, the technologies he pioneered spread throughout the West, fueled both the North's and the South's war efforts, and gave rise to entirely new industries.

Once Dr. Jacob Smith and Sir Clifton Robards established themselves as dogged competitors on the scene, an arms race began between them and Hellstromme Industries to see who could win the market. Smith & Robards' 1873 purchase of the Denver Pacific Railroad—and its exclusive right of way in Salt Lake City—might have given them a decided advantage in the contest. But Hellstromme quickly negotiated an agreement for the Denver Pacific railroad to carry Wasatch freight west of the Rockies.

A MATTER OF CHOICE

A cardinal rule in the world of *Deadlands* is that evil is never forced upon a mortal soul. A person has to choose it. Being possessed by a manitou may make a person do evil deeds, but if they have no control over their actions their souls remain intact. Actually becoming evil – in the Biblical, “you’re in for a hot shower in Hell” sense – must be a conscious choice.

In Hellstromme’s case, his choice is to ignore the destruction and suffering caused by his experiments. He carefully sublimates any thoughts about the human consequences of his actions, preferring to consider the Reckoning a grand experiment. His role is that of the scientist, and that is enough.

Hellstromme is unique among the four Servitors insofar as he does not realize he is one, despite his genius and his extensive knowledge of the Reckoning and its architects. This is the cost of Hellstromme’s compartmentalizing: a total lack of self-awareness.

And Hellstromme had Brigham Young on his side...mostly. The Saints’ favor went a long way in Salt Lake City, even as Brigham secretly used Danite sabotage to check Hellstromme’s growing power. Elsewhere, Wasatch rails raked in tremendous amounts of wealth and boosted Hellstromme Industries’ mail order business.

Along with the spread of factories and technology throughout Salt Lake City came the neighborhood that would come to be known as Junkyard. Originally the area where Gentiles lived close by the factories, the labyrinth of tangled pipes, conduits, scaffolds, and walkways grew until it was known as the Steel Sky. Among and around it, ramshackle buildings grew and adapted as best they could.

With Junkyard’s growth and the factories’ profusion, a smoggy cloud of soot and smoke gathered over the town, blotting out the sun and condemning it to eternal twilight. Residents must wear masks to avoid ruining their lungs. A set of clothes is always filthy at the day’s end, covered by a thin layer of grime. In only a few years, the

innovations Hellstromme brought had turned the City of the Saints into the City o’ Gloom.

The Great Rail Wars

Over the same time period, the Great Rail Wars raged across the Weird West. Back in 1869, Hellstromme wasn’t the only egghead to realize ghost rock’s military and financial potential. The Confederate government quickly saw ghost-rock-powered war machines as their best means of victory over the Union. CSA leaders established a secret base at Roswell, New Mexico Territory, to research and develop such munitions.

The Battle of Washington in 1870 saw rebel forces wielding flamethrowers, jetpacks, and steam tanks overrun a sorely unprepared Union Army, driving them out of D.C. and taking the capital city. The bluebellies rallied and got their city back eventually, but their eyes were opened to ghost rock’s terrible potential. Warfare had changed forever.

Clearly he who controlled the ghost rock would win the war. Union President Ulysses S. Grant announced that the first company to complete a transcontinental railroad to Lost Angels in the Great Maze would win an exclusive ghost rock contract. The CSA followed up with a similar offer of its own, and soon numerous Rail Barons who dreamed of riches were off to the races.

The Maze or Bust!

Many entrepreneurs set out to establish themselves as contenders, but only six companies proved to be in it for the long haul: Bayou Vermilion, Black River, the CSA-run Dixie Rails, Iron Dragon, the North’s Union Blue, and of course Wasatch. Hellstromme had no intention of letting those ghost rock contracts get away. In fact, he hatched a secret plan to win the race while his counterparts destroyed each other in the so-called Great Rail Wars.

For the first few years there wasn’t much fighting, as the various companies began laying track along their own rights-of-way. But to fund their operations, the railroads needed to run spurs to all manner of valuable locations on the trail to California. When two railroads set their sights on the same locale, they butted heads. Violence quickly ensued.

At first the rail gangs were filled with former outlaws and cruel gunmen. But over time, the Rail Barons' access to the Reckoning's evil magic allowed them to augment their gangs with walkin' dead, witches, soldiers wielding infernal devices, and clanking automatons. Although the Barons were careful to keep such unnatural things out of the public's sight—and swiftly eliminated anyone who learned of them—their march across the West unleashed unbelievable amounts of bloodshed, death, and fear.

By 1876 the Great Rail Wars had drenched Kansas in red gore. The contenders fought their way into Denver, Colorado, and sparked the months-long, multi-sided Battle of the Cauldron. After a few months spent licking their wounds, they marshalled their forces for the push across the Western deserts to the Maze. By 1877, the players had either thrown in with former enemies to consolidate their positions, found themselves bogged down west of the Rockies, or both.

Its track-laying gangs having vanished in the Rocky Mountains, Wasatch was widely reported to be out of the race. In truth, Hellstromme was developing an amazing new machine to help him win: the Hellbore. While his enemies were locked in a brutal battle of attrition that would plague them all the way to California, the Hellbore burrowed under the Rocky Mountains and kept going...blazing a "Plutonian Express" under Utah and Nevada on its inexorable path to the prize.

Out of the Frying Pan

With his railroad and factories flourishing, Hellstromme was free to pursue his real objective: rescuing Vanessa's lost soul. From the beginning, he'd provided his Wasatch crews with rails that included trace amounts of ghost steel. Although these attracted manitous and caused weird sightings and encounters along the Wasatch line, they were crucial to Hellstromme's experiments.

His research into the Reckoning had revealed that fear was a tangible energy, like electricity, and it had odd effects on physical surroundings when heightened. Hellstromme built a number of secret fear laboratories along the Wasatch line, disguised as roundhouses. With these he learned to harness, focus, and increase fear energy in his surroundings.

On a cold, clear day in 1876 the mad doctor was ready for his first assault on the spiritual barriers. He assembled a trusted force of seasoned Wasatch rail warriors, led by the loyal Capt. Gideon Robertson. He oversaw scientists as they erected a large metal ring on the Wasatch line west of Des Moines, its surface inscribed with arcane symbols. Hellstromme succeeded at what none had done before: He drove a locomotive full of soldiers and war machines through a portal into Hell.

Had all gone to plan, the train would have come to a halt within the Wood of Suicides, not far from Vanessa's tormented soul. But due to the presence of a stowaway—a huckster named Dex Crawford who'd boarded the train in Des Moines while fleeing U.S. Agents—all the doctor's years of calculations were thrown off. The Wasatch war train crashed into the muck of the River Styx just outside the gates of Hell, where they found themselves in a desperate battle for their lives.

Hellstromme was able to jury rig a return portal before all was lost, but it required a human sacrifice. Luckily, he had on hand a meddler whose life he was more than willing to end: Dexter Crawford. Hellstromme said coldly, "Goodbye, Mr. Crawford. Perhaps we will meet again someday." Moments later a guillotine dropped and sliced off Crawford's noggin, letting Hellstromme and the surviving X-squads escape to the sunlit world of the living.

Wars Without End

In late 1876 the Civil War still raged Back East, the Great Rail Wars tore everywhere else to bloody shreds, and even Great Britain got in on the act in November when they invaded and took Detroit from the Union. But from 1877–78 a lull seemed to set in. The Rail Barons' quest for Lost Angels slowed to a crawl in the West's vast distances, and both sides in the War Between the States finally declared a stalemate as they collapsed from sheer exhaustion.

During these years Hellstromme buried himself ever deeper in his research, perfecting the Hellbore and learning all he could about the Reckoning and its effects. He made a major breakthrough when he discovered a means to distill pure liquid fear from test subjects. It was

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this liquid fear, he realized, that would fuel his next, improved gateway to Hell. The doctor diverted numerous scientists to the project, hoping to gather as much precious fear as possible before his next attempt.

In 1879, however, war returned with a vengeance. Early in the year an ongoing dispute with Smith & Robards reached its climax when the ornery inventors abruptly severed their D-P contract with Wasatch. In fact, they instructed employees to unceremoniously dump all their Wasatch freight wherever they happened to be.

The Battle o' Lost Angels

Enraged, Hellstromme gave special orders to three Wasatch airship captains and rejoined his Hellbore crew beneath Nevada's surface. His first objective was to travel back along the Plutonian Express line to Utah, where he had crews mark the spot for a future spur to the City o' Gloom.

Then he accompanied his crews and rail warriors on their final push under the Sierra Nevadas to California (as told in *Deadlands: The Flood*). At the Battle of Lost Angels, Hellstromme defeated all the other Rail Barons' collected forces. He ordered the aforementioned airships to drop a trio of experimental ghostfire bombs on the battlefield...burning most of his enemies and all of Ghost Town to a crisp.

Within days, U.S. President Grant declared Wasatch the winner and offered a ghost rock contract. A few days after that the Confederacy followed suit. Hellstromme accepted the CSA's offer but unexpectedly told the Union to go pound sand. He saw future opportunity in the United States' continued weakness. As for Lost Angels, Hellstromme got his railroad station and his right of way in return for recognizing Lost Angels as an independent city-state.

The following year, the Great Deluge washed away Grimme and Lost Angels alike, and left the ghost rock trade wide open for anyone who could reach the riches. Slowly, the other Rail Barons established operations on the West Coast while consolidating and expanding their holdings elsewhere. Meanwhile, Hellstromme turned his gaze to the next hotbed of war: the Black Hills of the Sioux Nations.

The Black Hills War

Hellstromme wasn't expecting Custer to invade the Sioux Nations in late 1880, but when he did the doctor sensed opportunity. He had his Hellbore crews postpone the Salt Lake spur, and instead burrow a tunnel straight to the Black Hills. He established Gehenna Station on their western edge, offered his forces as allies to Sitting Bull against the Union invaders, and in return hauled out ungodly amounts of ghost rock.

By June 1881 the Sioux Nations were engulfed in all-out war, and the party would soon come to an end for Wasatch with the Great Summoning. Once the ritual was complete, technology would never again function within the Nations, a triumph of the Old Ways. Before that happened, Hellstromme succeeded in another political coup.

At the height of bloodshed, Hellstromme brokered a last-second deal with Union President Garfield: He would switch to the Union's side and aid them in fighting the Sioux *wicasas*, but only if the Union honored its offer of an exclusive ghost rock contract with Wasatch. Garfield had little choice but to comply, not realizing that very soon the Great Summoning would render all the Union's designs on Deadwood moot.

Now the exclusive supplier of ghost rock to three North American nations and owner of extensive Californian holdings in the vacuum created by Grimme's disappearance, Darius Hellstromme was in the fabled catbird seat. With all the pieces in place for the next phase of his plans, he set about constructing massive underground caverns and service tunnels beneath Junkyard and his factories.

Affairs of State

In early 1882, Deseret was still an independent thorn in the Union's side. Political rivals and the press pressured Chester A. Arthur to make good on former President Grant's long-standing promises to settle the "Deseret issue." But between the existence of the rogue Deseret and Sioux Nations, Britain's continuing fortification of Detroit, and recognition of the CSA as an independent nation in 1881, the Union was hard-pressed to deal with any of these threats effectively.

President Brigham Young and Deseret's elders hatched a plan to take advantage of the Union's weakened state and ensure their nation's independence. Although it was Brigham Young who offered the olive branch, Hellstromme's shadowy hand was at work just behind it. Young held secret meetings with President Arthur, in which he offered highly advanced Hellstromme weaponry with which the Union could drive the British out of Detroit.

Its grasp on Deseret more tenuous than ever, the Union agreed to receive shipments of weaponry and enjoy favored trade status via the Denver Pacific line—if they recognized Deseret as a free and independent nation. They did so on October 21, 1882. Soon their leaders in Washington begin planning the invasion of Detroit.

Meanwhile, though, that new Wasatch spur of the subterranean Plutonian Express arrows toward the City o' Gloom, certain to drastically lower Denver Pacific's stock value when arrives.

Good Intentions!

As usual, most of these recent events were smoke and mirrors to obfuscate Dr. Hellstromme's true goal: opening a stable doorway into Hell.

To do so, the greatest and most secretive of the Bad Doctor's plots must all come to fruition. In the vast network of roundhouse fear laboratories, he collects reserves of liquid fear to serve as fuel for his "Hell Gate."

Wasatch's ghost steel rails—many of them laid during the period of consolidation following the Battle of Lost Angels—link up to form a series of titanic arcane runes on the landscape. These will funnel Fear-energy toward their center and burst the barriers between worlds. The last of these runes is due to be completed by the new Wasatch spur into the City o' Gloom!

Finally, using principles refined during his first ill-fated trip to Hell, Hellstromme discovers a means to open a *permanent* gate. This, he hopes, will allow him to mount a series of expeditions that will rescue Vanessa...and place her spirit in the body of his young foreman—Ms. Mary Jones!

A Devil in the Details

Hellstromme's grand ambitions have blinded him to the source of his inspirations: manitous. Or if you prefer, the teeming demonic legions of Hell. And there's a specific evil spirit responsible for the Hell Gate idea: Dexter "Dex" Crawford.

As a ghost trapped in Hell, the huckster has endured torments undreamed of by mortals. But he also enjoys unexpected powers. Now he wants revenge and freedom in the form of a new body to possess in the living world...and he has his sights on Hellstromme's vessel for Vanessa!

Whereas Hellstromme thinks he's opening a portal only he will use, in truth the forces of darkness are counting on it opening exactly where and when they expect. Then they'll use it to stage an invasion of their own: a pestilence of demonic spirits to overrun the world, starting with the City o' Gloom.

Unless someone puts a stop to the whole mess, that is. And that's where your posse enters the picture, Marshal—see the Plot Point Campaign beginning on page 81.

RAIL BARONS & OUTLAWS

Deseret remains a nation unto itself, meaning the Saints and Hellstromme exert most of the influence in the region. But Brigham Young's relationship with the mad doctor is fraught and complex. They sometimes act as cross-purposes, which is where the Danites come in. And against all odds, there are even some willing allies for Agents, Texas Rangers, and any other cowpoke looking to do some good.

Rail Barons

The Denver-Pacific rail company, owned by Smith & Robards and leased also to Empire Rails (formerly Union Blue) engines, owns the sole right-of-way into the City o' Gloom. Given how Hellstromme's plans advance in 1883, this is destined to change. For the time being, the D-P and Empire Rails are the only games in town.

Denver-Pacific: Owned and operated by Dr. Jacob Smith and Sir Clifton Robards, this railroad remains neutral in the Great Rail Wars. That

DEADLANDS: GOOD INTENTIONS

hasn't stopped them from leasing use of their rails and rolling stock to Empire Rails—and at times, by proxy, to the United States Army. The company can call on extensive firepower and soldiers in a pinch.

Still, since the Zephyr Line opened to Shan Fan, Smith & Robards has been making a killing in mail-order sales to the Great Maze. The folks out west may not have much food, but they've got plenty of cash and ghost rock to fuel Infernal Devices. The Denver-Pacific has therefore kept its focus on commerce rather than warfare.

Empire Rails: The company's new Board of Directors, led by New York landowner Factor Weishaupt, renegotiated Union Blue's deal to use the D-P's rails, and vice versa. The arrangement was so profitable neither party was willing to abandon it. And given Empire Rails' continuing association with the US government, access to Fort 51 in Nevada was a must.

Apart from its ability to roll locomotives through Deseret and the City o' Gloom, Empire Rails exerts no authority and little influence among the Saints. When called upon by Smith & Robards or the D-P for aid, that help usually comes secretly in the form of the Agency.

Wasatch: Despite winning the Great Rail Wars at the expense of all its competitors, Wasatch Rail has little to no real pull in Hellstromme's hometown. What it lacks the mad genius more than makes up for with Hellstromme Industries. And the situation is about to change in a big way.

Hellstromme marked the future location of the Plutonian Express' Salt Lake spur back in 1879. In 1883 those plans see the light—literally—when the Hellbore emerges from beneath the hills south of the City o' Gloom. Once that happens, Hellstromme takes over serving the Mormons' ghost rock and shipping needs. Wasatch rail warriors patrol streets near the depot. The railroad suddenly holds all the cards, and Smith & Robards watch in horror as their stock values plummet. So begins their company's long decline into the Twentieth Century.

Other Railroads: All the other major railroads maintain a token

presence in the City o' Gloom in the form of spies and minor operatives. But these are mostly to keep an eye on current events and file regular reports. None have been able to gain a solid foothold in Hellstromme's or Smith & Robards' operations yet, and the Mormons might as well be hermetically sealed.

Outlaw Gangs

The Nauvoo Legion ensures criminal gangs are few in Deseret. But two have persisted.

Outcasts: These roving outlaws and thieves are men and women who were thrown out of the City o' Gloom for minor offenses (in their opinion). Their leader is Bonita Rose, a charlatan who plays her role to the hilt with utter confidence. They've evaded capture for almost seven years, plaguing towns all over Deseret.

Mechanized and mean, the Outcasts' approach is heralded by the shrieks and moans of ghost rock boilers. The large gang (about 42 total) tools around in four steam carriages and seven velocipedes, along with a passel of horses. They have a hideout hidden deep within the Escalante—the Grand Staircase—a natural landmark in southern Utah, just northeast of Kanab. But they typically range all over Deseret in search of towns to plunder.

The Outcasts are almost as famous for "treeing" towns as the Cowboy Gang of Arizona Territory. They ride in, shootin' and hollerin', driving the poor folks into their houses and sometimes right up into trees. Then they take what food they want, rustle some livestock, and avail themselves of any ghost rock or Infernal Devices lying around.

Rose considers herself a "freedom fighter" against President Young's tyranny. Most of the rural Mormons she preys upon would tend to disagree. But she insists her gang members refrain from violence unless in self-defense. This is also a self-serving claim, since the Outcasts have plugged plenty of people who tried to fight back, and the outlaws tend to be more bloodthirsty when their leader isn't around.



As for Bonita Rose being a charlatan playing a role? Her real name is Patsy Louise Ferber. She does her best to look like a cross between a gypsy and a Mexican flamenco dancer, and tends to make grandiose proclamations about her glorious revolution while her gang robs the locals blind. As she departs she drops a single red rose in the street, her calling card.

Scorpions: Some folks were too mean for a “humanitarian” outfit like the Outcasts. They got tired of Rose’s no-killing rule. Those cowpokes stole some steam wagons and horses from the Outcasts and formed their own gang called the Scorpions. They’re led by Utah Starr and they’re every bit as ornery as their name would imply.

The Scorpions are a smaller group than the Outcasts (about 18 in number) but they’re cold-blooded killers. They prey almost exclusively on Denver-Pacific trains on the Zephyr Line between Salt Lake and Virginia City, Nevada. They roll up alongside a rolling train on their velocipedes and steam wagons, jump on, and have a field day murdering and stealing. After a heist they let the train roll on, so the law finds it harder to pick up their trail later.

The Scorpions’ camp is actually located in Nevada, about halfway between the Denver-Pacific line and Elko. The Nauvoo Legion isn’t too keen on hunting down outlaws outside its jurisdiction, and the Union doesn’t have the manpower or wherewithal to track them down way out West, so they keep getting away with murder.

ALLIES & SYMPATHIZERS

Despite legions of abominations and critters, threats mundane and beyond-the-pale, and all the might of Hellstromme himself, a posse looking to do some good in Deseret and the City o’ Gloom has a few options in the way of steadfast allies. Here we invite a few of them to the table.

The Black Chaplains

These grim, black-clad preachers number four – Paul, John, Luke, and David – and officially speaking are attached to the Nauvoo Legion. They sometimes accompany the Legionnaires on

expeditions, specifically in cases where they must enter direct combat with “the forces of Satan.” They act only at Brother Brigham or his son’s behest, so they won’t ally with a posse unless the stakes are very high indeed. When they go to work, they do their job with ruthless efficiency. See page 152 for the Black Chaplains’ profiles.

Danites

Officially, Brigham Young’s secret cadre of “Destroying Angels” don’t exist. In truth they number roughly 30, and are charged with smashing any opposition to the Mormon church before it gets a head of steam. Often this means fighting the Reckoning’s monsters—for which purpose they might stand alongside the heroes—but it also entails murder, arson, robbery, or whatever’s required to enforce Brigham’s laws. The Danites are complicated at best, villains at worst. Publicly, the Church disavows the Danites’ existence.

The Danites’ “leader” is O.P. Rockwell, a lone wolf who doesn’t really lead but sometimes acts as a deputy sheriff. During the Plot Point Campaign, a posse in need of some extra firepower might ask Jeb Morgan to loan them one or two Danite allies for a mission. These are Extras; see the profile on page 155.

Other Allies

Confederacy: Texas Rangers and other Rebs can look to Edna Jacobs, owner of Edna’s Eats (page 55), for aid, support, and a means of communication with their superiors, if applicable.

Twilight Legion: Walter Jennings, owner of Jennings’ Tannery (page 56), is not only a monster hunter but also a member of Explorer’s Society and its secret inner circle, the Twilight Legion. He’s a willing and loyal ally to any posse fighting against the Reckoning.

United States: Yankees need look no farther than Agent Nevada Smith (page 156) for matters of espionage and supply. Smith never appears in the same outfit twice, but he has a knack for keeping in touch with Washington, D.C.

Sheriff Eli Waters: The City o’ Gloom’s sheriff might be a true friend to a posse that runs afoul of the Danites or the church; Sheriff Waters (page 157) reveres the law and justice above all else.

Setting Rules

Pestilence and his servitor Darius Hellstromme have Deseret solidly in their grip, although the devout Mormons continue to resist. This chapter presents rules particular to Deseret and the City o' Gloom, and others for portraying Pestilence's depredations in your campaign. As sickness spreads, so does the Fear...

Although one would be tempted to think of Pestilence as spreading fear by means of plagues and germs—as he did during the Black Death—in the Weird West his plagues take on different forms. Tuberculosis, cholera, and other diseases are surely threats, but Pestilence speeds the Reckoning by spreading ghost rock's noxious fumes, technology's irresistible hum, and the chilling touch of Fear.

Fear's Cold Touch

The idea that brave heroes do not merely kill varmints but also combat the rise of Fear is central to the *Deadlands* setting, as described under the **Fear Levels** Setting Rule in the *Marshal's Handbook*. In Deseret, where Hellstromme's unholy experiments have driven Fear to all-time highs, this is doubly true.

After each of the posse's victories, keep in mind their need to tell inspiring tales to lower the Fear. It keeps the monsters from coming back!

AUGMENTATIONS

Here's where we hide all the secrets augers don't get to know about their implants...until they go looking in all the wrong places.

The real key to the augmentations is Gash's formula for X-19. It's his best kept secret—one he intends to take to his grave. The exact function of the compound isn't clearly understood by anyone, save Gash himself. Somehow it forms an essential link between living tissue and inanimate metal—and that's all anyone can say.

In reality, the X-19 compound causes gold wiring in a "motivator" (which also burns ghost rock) to receive—and greatly amplify—electrical impulses from nerve endings. These pulses trigger the motivator in larger augmentations (legs, hands, etc.), as well as providing the wearer with control over the device.

Installing Augmentations

Only Dr. Gash (page 155), Nurse Ratchet (see below), and Smith & Robards (page 46) install augmentations. How to get an appointment with Ratchet or Perriwinkle (at Smith & Robards) is described below; for Dr. Gash, see page 59.

Nurse Ratchet performs surgeries in secluded locales, never the same place twice. Ratchet charges 20% more for augmentations, but performs any requested. It takes a Streetwise roll (-6) to find the assistant's operation the first time, but the penalty is reduced to -2 on subsequent visits. Any character who is turned down for unneeded augmentations at Smith & Robards, or who fails a Streetwise roll to contact Gash, may be contacted by Ratchet at the Marshal's discretion.

At Smith & Robards, it takes a Persuasion roll (-2) each week to bypass the 2d6-week-long wait list. Once an hombre schedules a surgery, installing each augmentation requires a Knowledge (Augmentation) roll.

A failure on the roll means the surgery is unsuccessful, and the patient suffers a wound from the surgery that can only heal naturally, or through use of the *greater healing* power. A success means the augmentation is installed, but the patient still suffers a wound as for a failure. If the surgeon rolls a raise, the augmentation is installed and the patient does not suffer a wound. A critical failure means a bad time on the operating table and a roll on the Surgical Mishaps table (see sidebar). Of course, from whom one gets one's augments matters quite a bit:

Dr. Gash: A Wild Card who rolls Knowledge (Augmentation) d12+4, Gash is a pretty safe bet. If the roll is 1 on the Trait or Wild Die, though, a Surgical Mishap (see sidebar) takes place. On snake eyes, there's a mishap *and* Gash installs another random augmentation and charges full price.

Nurse Ratchet: Although Prof. Perriwinkle's former assistant is only an Extra, the mysterious Ratchet has a d10 skill and the Luck Edge.

Smith & Robards: Most augmentations are installed by two assistants working together (Group Roll with a d10 skill). If Perriwinkle performs the surgery himself, he is a Wild Card with a d10+2 skill.

SURGICAL MISHAPS TABLE

2d6	Result
2	Great Scott!: The augmentation functions better than expected. The exact result is up to the Marshal, but it could: provide a +1 bonus to associated Trait rolls, cut the ghost rock fuel consumption rate in half, boost Armor by +1, or the user never suffers Minor Malfunctions.
3-4	Disaster: The augmentation doesn't work. The exact effect depends on the augmentation, and is up to the Marshal. Here are a few suggestions: the first time a Strength roll with the augment is aced, it flies off and is useless until repaired; the augmentation is useless and completely fails from the start; the steamware never stops running as long as it has fuel or ammunition; it's poorly constructed and falls to pieces the first time it's damaged by a wound; etc.
5-9	Tragedy: The surgery goes horribly awry, putting the would-be auger in a risky situation. The patient is immediately Incapacitated with three wounds. These wounds can't be Soaked, but Fate Chips can be spent on the Vigor roll for Incapacitation. If the patient is an Extra, roll for Aftermath at a -2 penalty instead.
10-11	Flaw: The augmentation doesn't function quite as well as expected. We'll leave the exact result up to you, Marshal, but here are some ideas: it inflicts a -1 penalty on associated Trait rolls, doubles the ghost rock fuel consumption rate, lowers the Armor value by -1, or the owner never suffers anything less than a Major Malfunction.
12	Whoops!: The surgeon left a clamp, a lens from his glasses, or some other tool stuck inside the hero. Whatever it is, it causes no end of pain. The hero's got the Ailin' Hindrance (Minor).

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Damage to Augmentations

The process that allows augers to control their augmentations means they “feel” damage to them as well. Characters suffer normal wound modifiers even if the attack hits a location replaced with an augmentation. Luckily, augmentations are generally sturdier, providing at least +1 Armor (see individual descriptions for details).

If such a location is hit (due to torso augmentations or a Called Shot) and the character takes any wounds, then one of their wounds cannot be healed but must be repaired. It doesn't matter how many wounds the character takes to the location; only one is considered to be direct damage to the augmentation. Additional wounds come from the overall effect on the body.

Non-torso augmentations that take one wound cease to function until repaired. Damaged augmentations are fixed with a Repair roll and 1d6 hours' work. Add an hour for each additional damaged augmentation. A success removes the wound, and a raise does so in half the time.

Replacement Parts

When an augmentation is obliterated due to malfunction or damage, a scrapper needs to get that problem remedied. Here's how.

Dr. Gash: He has a ready supply of parts (if he can be found), but he tends to get a little overenthusiastic when making replacements, striving instead for “improvements.” Should he roll a 1 on the Trait die during surgery (regardless of the Wild Die), he installs another random augmentation while the patient is unconscious.

Nurse Ratchet: The mysterious former assistant always has a ready supply of replacement parts, but these installations come with the usual risks.

Smith & Robards: Augers can go to Smith & Robards for a replacement, but they're subject to the same wait as the first time (see page 45). Unfortunately, this time the weekly Persuasion roll to reach the top of that list begins at -4. Even when the metal man gets an appointment, his replacement part isn't a sure thing.

Draw a card for each augment your hombre wishes to replace. As long as you draw anything other than a Deuce or a Joker, you're in luck and

the part is currently in stock. (If you buy more than one of a single augment, draw a card for each one.) When a Deuce or Joker comes up, it means the supply of that augment has been temporarily exhausted (typically entailing an additional 1d4 weeks' wait time).

BLACKLISTED!

Folks who run afoul of the church, be they Mormon or Gentile, have a tough week ahead of them if their names are printed in the *Deseret News* blacklist.

A cowpoke whose name appears on the list suffers a -4 penalty to Charisma with Mormons for one week. Should the blacklisted individual also be blessed, the shame of censure inflicts a -4 penalty to Faith rolls as well.

GHOST ROCK FEVER

With prolonged exposure to ghost rock, characters may contract a malady called “rock fever.” Miners are the most frequent victims, as are mad scientists who handle rock shards frequently.

Only those who work with it for four hours a day or more—or those who spend much of their time in a mine filled with ghost rock vapors—have any real danger of contracting rock fever. Spending extended periods of time riding in or operating a Smith & Robards device counts!

Fever victims feel warm and light-headed. Some report strange burning sensations, as if their blood were on fire. The victims' high fevers cause delirium, and sometimes permanent damage. After each week of direct, prolonged contact with ghost rock, the character makes a Vigor roll. The first week's roll is unmodified, but each successive roll is made at a -2 cumulative penalty, until it reaches -6.

After that, check once per month. If a Vigor roll fails, the hero contracts rock fever. He grows light-headed and feverish, and suffers -2 on all Trait rolls for as long as he's sick.

Once with the fever, the victim must make a Vigor roll each day. Every failed roll causes a level of Fatigue. A character who succeeds on three consecutive rolls has shaken the fever. An Incapacitated hero who fails another Vigor roll passes on. Any patient Incapacitated by fever has her brain boiled a bit, and she gains a dementia. Roll on the Mad Scientist's **Dementia Table** (see the *Deadlands Marshal's Handbook*) or make up something loco.

Should the afflicted roll snake eyes on a Vigor roll, she spontaneously combusts and is consumed by fire from the inside out. Little remains of a cowpoke who dies in this manner except perhaps some ashes, a few fillings, and a lump of ghost rock about the size of the victim's heart. Anyone witnessing this event should make a Fear check (-2).

RELICS O' DESERT

A number of artifacts were left behind by Joseph Smith. Dr. Hellstromme is responsible for others, and still more have grown out of the Reckoning's dark magic. Some were active before 1863, but all have swelled in power since then.

The Book of Mormon (1st Printing)

A first printing of the *Book of Mormon*, Joseph Smith's handwritten translation of holy scripture, is a moderately rare find in 1882. Only about 5,000 were ever printed. The book is a tough read, full of grammatical errors and misspellings.

Power: A Mormon who owns this book gains a +2 bonus to Faith rolls.

Taint: None.

The Expositor

The first major printed opposition to the Mormon way, Smith had all copies of the *Expositor* confiscated and burned. The surviving copies are imbued with a sinister power.

Power: When a person reads and carries a copy of the *Expositor*, she becomes immune to miracles cast by Mormons. This protection is also the only proof against certain artifacts, like Joe's pistol. It negates the magical effects, but not the physical.

MALFUNCTIONS RELOADED

These rules replace the Malfunction rules in the *Deadlands Player's Guide*.

When your hombre uses an Infernal Device, a result of 1 on the Trait die (regardless of the Wild Die) means a Malfunction has occurred.

Malfunctions come in three varieties: Minor, Major, and Catastrophic. Which one happens to your hombre is determined by comparing the Wild Die result to the Malfunction Results Table below. For Extras, roll an additional d6 when a Malfunction occurs to determine the type.

These rules apply to any Infernal Device that has a listed Malfunction. For Infernal Devices from any other book, assume the listed Malfunction is the Catastrophic result.

MALFUNCTION RESULTS TABLE

d6	Result
1	Catastrophic: See item description. This is the worst possible Malfunction that can occur for a given device.
2-3	Major: A device overheats, a vehicle shakes violently, a potion is rancid or mildly poisonous, a vapor cannon recoils violently, etc. The user (and any passengers, if the device is a vehicle) takes 2d6 damage. In addition, the device is disabled and unusable until it's fixed (which requires a Repair roll and 2d6 rounds to complete). Single-use items are wasted.
4+	Minor: A device is losing steam from a stuck valve, a vehicle is dragging a loose coupling, a potion has partially evaporated, etc. The item works as it should this time, but suffers a -2 to further use until a successful Repair roll is made as an action. Single-use items have their effect halved or negated (at the Marshal's discretion).

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Taint: A reader of the *Expositor* knows about her newfound immunity. If she's not a Mormon already she can never become one.

"Fear Not's" Saber

Captain "Fear Not" Patton was an early hero of the Danites. Killed by "exterminators" in Missouri, the legend of Patton's exploits has grown and imbued his weapon with power. Fear Not's saber was preserved by his men after his death; Jeb Morgan currently possesses it, but he does not wear it in public view.

Power: Patton's saber inflicts Str+2d8 damage.

Taint: Non-Mormons who see the saber in battle are enraged and attack the wielder, unless they succeed on a Spirit roll at -2.

The Handcarts

In the mid-1850s, Mormon missionaries sold Salt Lake City as a paradise; many immigrants took them literally and signed up. At first the Church booked railroad passage, then organized wagon teams. But when importing new citizens grew too costly, the Church substituted handcarts for wagons from 1855 through 1860. In those brutal years, hundreds of would-be immigrants froze to death or perished on the High Plains during the trek. For the Mormons, the "handcart tragedy" was a harsh and hard-learned lesson.

Most of the handcarts sat unused until the ghost rock mines opened in 1870. Now miners use the remaining carts to haul ghost rock out of the Wasatch hills, ignorant of the awful effects.

Power: None. This is not the sort of Relic one tries to acquire.

Taint: Using a cursed handcart even one time gains a body the Ailin' (Major) Hindrance; he begins to starve to death. A hero who dies in this fashion becomes a faminite (see page 143).

Hellstromme's Blueprints

Hellstromme always looks to the future. Therefore, he discards his past designs and later burns them to hide his often sinister experiments. Enterprising and unethical employees have salvaged a handful from the incinerators and sold them on the black market.

Power: A mad scientist who constructs an Infernal Device using one of these blueprints (see **Tinkerin' and Manufacturin'** in the *Deadlands Player's Guide*) adds +4 to his Weird Science roll.

Taint: None, but the ruthless doctor cares little for social mores when devising his gizmos. The components are often illegal if not disgusting. "People parts" figure into several of his devices, as well as human blood, a person's willpower, innocents' tears, live jackalopes, and the like. Hellstromme has also been known to kill those who wind up with his plans.

Joe's Peep Stone

This is the white stone Joseph Smith used to find the golden plates buried in the earth (see the **Brief History of the Mormons** sidebar on page 53). It's a white rock about the size and shape of a baby's foot. These days Brigham Young uses it to keep tabs on his enemies.

Power: Once per day with a successful Faith roll at -2, the owner gains a vision of any person, place, or thing he concentrates on. This power doesn't convey any special knowledge, just a clear image of the desired target and surroundings.

Taint: None.

Joe's Pistol

After Governor Boggs issued his 1838 order to exterminate the state's Mormons, Joe Smith purchased a Colt Paterson Belt Model .31 revolver. He swore his firearm would take vengeance on any Gentile who threatened him or his flock... and that none would survive its wrath.

Power: Range 10/24/48, Damage 3d6+1, RoF 1, Weight 2, Shots 5, SA, AP 2, reload 2. When a blessed of the Mormon faith fires this cap & ball pistol, he makes a Faith roll opposed by the target's Spirit. On a failure the target takes damage normally, on a success the target is shot in the heart for +4 damage, and on a raise the target must succeed on a Vigor roll at -2 or fall Incapacitated and die in 1d6 rounds.

Taint: None.

Kirtland Bank Notes

In 1833 Mormons established the Kirtland Bank in Ohio to aid the faithful. The bank closed

in 1837; its owners had nowhere near enough money to back the bank notes they issued. These notes, left over from the Mormons' first attempt at banking, are the last remains of a tragic failure that cost several men their fortunes and ruined a few Saints' reputations.

Power: Absolutely none.

Taint: Anyone who accepts one of these notes gains the Poverty Hindrance; halve their cash. There is almost no way to be rid of a Kirtland bank note: They can't be burned or torn, and if thrown away they turn up in the sodbuster's pocket next time he tries to pay for something.

The only way to be rid of one of these notes is to use it to pay for something. But anyone in Deseret knows not to accept them with success on a Common Knowledge roll at +4. A tinhorn might be tricked into taking one, but won't be happy about it later! A successful *exorcism* allows one to be rid of the note, but doesn't destroy it.

Lee's Knife

In 1857 a number of settlers from Arkansas and Missouri passed through Deseret. Their very presence stoked the fury of Mormons who remembered how Missourians had tried to wipe them out back in '38. When rumors circulated that a few of the settlers had actually participated in Gov. Boggs' crusade, they took up weapons.

In the most shameful and tragic event in Deseret's history, the settlers were turned away and forced south. There Paiutes allied with the Mormons attacked them. On September 11, 1857, Mormons approached the settlers under a flag of truce and convinced the menfolk to leave their families and help fight the Indians. Once the groups parted, their Mormon escorts murdered every last man, woman, and wailing child.

John D. Lee was executed in 1876 for his role in the Mountain Meadows Massacre, partly due to testimony given by a few children who survived. But he claimed until his death by firing squad that other Mormons were involved...including Brigham Young.

Power: When the wielder gets The Drop on an opponent, the knife inflicts Str+2d4 damage.

Taint: The knife's wielder always seems trustworthy to strangers, but never to friends.

The knife's illusory powers make it appear as if its wielder is to blame for any mysterious events.

Liquid Fear

This is pure, distilled fear in liquid form. In a vial it looks like quicksilver in a thermometer, and absorbs instantly into exposed skin.

Power: Cowpokes infused with liquid fear can tell tales scary enough to boost an area's Fear Level. When the infused character uses Persuasion for the purpose of tellin' a tale, apply a +2 bonus. If that buckaroo also has the Tale Teller Edge, apply a +4 bonus. With a success, the local Fear Level rises by 1, or 2 on a raise.

Taint: While infused, a dude's as scared as a rabbit in a wolf's mouth. He gains the Yellow Hindrance and suffers a -4 to Fear tests. A successful *exorcism* purges distilled fear from a person's system, as does entering a *sanctified* area.

The Lost Record

Martin Harris was one of the first Mormon converts, but his wife never could stand Joseph Smith. She stole a portion of the first translation—known as the *Lost Record*—and hid it under a false panel in her husband's steamer trunk. He unknowingly carried the *Lost Record* to Utah and sold the trunk hiding it to one Mr. Danwoody (see page 55). It remains in his warehouse.

Power: A Mormon blessed who reads the *Lost Record* immediately gains a die type in Faith. Once revealed, the *Lost Record* is worth at least \$10,000 to the church.

Taint: The dilemma of what to do with this near-priceless artifact is Taint enough.

Mormon Trees

Scattered across Deseret are trees that bear bell-shaped fruit. Mormons say the fruit is sweet and has restorative powers. Gentiles claim they're snake oil at best, and taste like guano to boot.

Power: A Mormon who eats a fruit from this tree removes one wound, per the *healing* power. This effect only works once per day. Non-Mormons gain no benefit.

Taint: To Gentiles, the fruit really does taste like bull pucky.



Uimim and Thummim

The Uimim and Thummim stones allowed Joseph Smith to translate the “Golden Plates” into the *Book of Mormon*. They were in the Smith family’s possession until Brother Brigham arranged to acquire them.

Power: When holding the Uimim and Thummim, the user sees through lies and illusions of any kind, whether magical or mundane disguises, and knows if he is being lied to. No roll is necessary, but the user must be a Mormon.

Taint: None.

SKULLCHUCKER

Skullchucker is played on a 32-yard-wide by 44-yard-long field, typically of dirt, sand, and patchy grass. Two four-foot-tall platforms are set into each long end, and a four-foot-deep circular pit sits at the very center. On each platform, and in the center pit, is a skull-shaped statue with a two-yard diameter mouth—this is the goal.

Each team has their own “ball,” which is an actually a skull. The object is for each team to get their skull into the other’s goal for 3 points, or the center goal for 1 point. A team can also steal the enemy’s skull and put it in their goal for 5 points (the enemy’s skull doesn’t score in the center goal). The game is reset after each score, and the first team to 21 wins.

A match starts with referee Jim Hodges’s pistol shot; he watches from scaffolding 10 feet or so above the fray where he’s less likely to be injured. Team members must start in contact with their goal, then can spread out after the gunshot. Typically, the team captain stays at the team’s podium with the skull until he sees an opening, then darts off to score.

Each team has five members. Two are “skullcrackers” who cannot touch their own team’s skull (but can use their weapons to hit it), but can pick up the enemy’s skull. Three players are “skullchuckers” who can pick up and score with either skull (though they may never have two skulls at once). If they do, the round stops and a point is awarded to the opponents.

Skullchuckers may not carry weapons, but skullcrackers may use any sort of blunt weapon they like (staves and clubs are most popular). All players wear armor—made from conditioned rattler skin—that provides +2 protection against blunt attacks.

Scrappers in Skullchucker

Over the past few years, as the purse for the annual King’s Tourney has routinely reached \$5,000, more and more scrappers have jumped on the opportunity to form teams. League owner Bill King has had to amend his original rules a bit to keep pace with the times, but still does everything in his power to prevent fatalities.

The following rules apply to augers:

- **The 50% Rule:** No more than half of any skullchucker team can be augmented.
- **No Blades:** As with normal skullcrackers, scrappers can’t use blades, spikes, buzzsaws, or other accouterments, and have to remove any they possess during a match.
- **The Rule of Two:** Scrappers may not have more than two augmented limbs.

SOOT

The soot that fills the air over the City o’ Gloom isn’t just dirty—it kills. Over time the foul black particulate works its way into residents’ lungs and chokes them to death.

For every month a person lives in the City o’ Gloom he has to succeed on a Vigor roll. The roll receives a +1 bonus if the person has worn a cloth or bandanna over his face most of the time, or a +2 bonus if he’s worn a soot mask and kept the filters reasonably clean.

On a failed roll the poor sod loses a Vigor die type permanently. On the next failed roll he gains the Ailin’ (Major) Hindrance; he’s choking up black gunk and blood by this point, much like a lunger. He’s pretty much waiting for a slow, agonizing death.

The Mormon faithful use the better of Vigor or Faith to resist the soot’s effects. Those who avoid the “black lung” keep their clothes clean too!

Strange Locales

Much of this chapter is focused on the single largest and most populated locale in Deseret, the city o' Gloom, and its various points of interest and inhabitants. But we also delve into the city's environs, as well as spotlighting a panoply of towns and natural features all across the territory.

Best read up on Deseret in the *Deadlands Marshal's Handbook*, Marshal—you'll find valuable facts there we don't repeat here.

Each of the main entries in this chapter starts by noting the local **Fear Level**—before your buckaroos get to lowering it, that is.

That's followed by an introduction and some basic history about the place. Some of these are long and complicated, like the City o' Gloom itself, while others are short and sweet, like Long Drop Canyon. Use Deseret's overall Fear Level of 3 when the posse is out on the salt flats or visiting a flyspeck Mormon town. Substitute the listed Fear Level for any named locales heroes visit.

Next is **Gettin' There**, which describes routes leading to and from the locale, and any dangers that lie along those twisted trails.

Points of Interest starts with items of general interest, followed by a list of notable places such as saloons, mines, general stores, and so on (keyed to the maps). For stores in Deseret, figure they offer what you see in the *Deadlands Player's*

Guide with inventories enhanced by Infernal Devices and Elixirs (see the Gear chapter). The City o' Gloom also has interesting sites close by, which are described in an **Environs** section.

We wrap it up with **Savage Tales** linked to the area, marked with a pistol like this: 🗡️. Each is briefly summarized with a handy page reference.

The Nation of Deseret

Fear Level: 3

Deseret (pr. *Des-er-ett*), also known as Utah Territory, is a sometimes barren yet often beautiful region. Its most readily apparent features are vast stretches of rocky desert and salt flats, the majestic Wasatch Mountains, and the sprawling Great Salt Lake—virtually an inland sea.

Climate: Deseret's climate is bone-dry, ranging from what some folks might call “semi-arid” to desert. Some mountainous regions are cloaked in vast forest, but these are on the rare side. The temperature can top 100 degrees in summer, and has dropped far below 0 degrees in winter.

Armed Forces: Deseret's national army is the Nauvoo Legion, which consists of 500 men under the command of Brigham's son, Gen. Alexander Young. There are five companies of 100 men, each commanded by a major (and further broken down into five 20-man platoons and officers). An entire company is stationed in the City o' Gloom. The rest are scattered across Deseret in "Mormon forts," each populated by a platoon.

Law Dogs: Sheriffs in Deseret watch over "stakes" instead of counties, but it's the same concept. Only the larger towns have their own marshal. Salt Lake City is big enough to be its own stake, so instead of a marshal it has Sheriff Eli Waters (page 157). Waters enforces the laws with the help of numerous deputies, one of whom is O.P. Rockwell ("leader" of the Danites).

Justice: There are no circuit judges in Deseret; every settlement has a duly appointed magistrate. Attorneys may choose to represent a given client, but they take care since "false counsel" can warrant a death sentence (firing squad being the preferred method in the 1880s). In lieu of attorney, the poor sod must defend himself. Every judge has the authority to hear a case on its own merits and decide a punishment that best fits the crime. Some of them get pretty creative. They tend to favor Mormons over Gentiles in their verdicts.

CITY O' GLOOM

Fear Level: 4

Salt Lake City, commonly known as the City o' Gloom, is by far the most technologically advanced city in the world. Whirlygigs and flying machines flit about in its skies, its streets are lit by electrical lamps, and horseless carriages roar through its streets. Factories loom monolithic over the cityscape and cling to the Wasatch Mountains' slopes, their stacks pouring black smoke into the air. And all that smoke forms a grayish-brown smog cloud that never goes away...and gives the town its charming nickname.

The city was founded by Brigham Young and his crew in 1847. They started by staking out land allotments and divvying them up among the faithful. They also laid out a town plan in an orderly grid, why is why the city's so well-

A BRIEF HISTORY OF THE MORMONS

Mormonism (i.e., its fictional depiction in *Deadlands*) started with a fellow named Joseph Smith. Joe was originally an upstate New York "gold finder" who used what he called a *peek stone* to find riches in the earth. After years spent sowing his wild oats and praying for forgiveness, he became the Mormon's prophet when an angel visited him. It told him where to dig up a book written on golden plates, holy stones called the Urim and Thummim, and a gold breastplate. Smith's translations of that holy book became the *Book of Mormon*.

Mormonism: Also called the Church of Jesus Christ and Latter-Day Saints, Mormons believe themselves to descend from Israelites forced to flee Jerusalem to America before the coming of Christ. They don't smoke or drink alcohol, tea, or coffee. Besides those things and their practice of polygamy, their beliefs are much the same as other Christians.

Out of Missouri: Mormonism got started in 1834, and migrated from New York to Pennsylvania to Kirtland, Ohio. But the Saints who went to set up a colony in Missouri had a rougher time. Fighting with their neighbors over their opposition to slavery ended up with Gov. Boggs issuing an "extermination order" for the Mormons. They quickly fled west, only to be driven out of Illinois over their practice of polygamy.

Utah Years: In July of 1847 the Saints, led by President Brigham Young after the prophet Smith's demise, arrived at the spot that would become Salt Lake City. Although the following years brought the gold rush to the Wasatch Mountains, it also brought hardships in the form of swarms of ravenous crickets and opposition from the Union governor of Utah.

The Mormon War followed in 1857, as Young's Nauvoo Legion fought Union troops sent to enforce U.S. authority. In 1866 Brigham Young declared Deseret an "independent bastion of civilization in the desert, awaiting such time as the Great War shall end."

In October 1882, the Union and CSA have finally recognized Deseret as an independent nation.

DEADLANDS: GOOD INTENTIONS

organized in its modern form (see the purty map in this book's endpapers).

Population: Because the Mormon authorities don't bother to keep a census of Gentiles in Junkyard, no one knows exactly how many people dwell in the City o' Gloom. But educated guesses put the number at just over 30,000 and growing by another thousand or so every year.

People who can afford them wear soot masks to keep from breathing the noxious air. Others use bandannas, wet rags, or eventually die a noisy, retching death. Everyone has a certain degree of anonymity in the streets, and that can sometimes have an unnerving effect on sodbusters unused to it.

Power: Hellstromme's power plant provides the entire city with electricity for streetlights and a streetcar system that provides transport throughout the city (except Junkyard) for 5 cents a trip. Having electric light and hot water in one's home is a luxury only some can afford. Becoming **Blacklisted** (see the Setting Rule on page 46) is a good way to have one's power shut off!

Local Statutes: All of Salt Lake City is a "no-firearms" zone, meaning these weapons must remain at home, or in case of visitors they must be checked in at the place of lodging. Violation results in arrest and a \$25 fine. Otherwise the laws in Salt Lake City (and the rest of Deseret) are similar to those enforced elsewhere in the Weird West, with the addition of the Ten Commandments being legally binding. Minor offenses—carrying a gun where they aren't tolerated, lewd or lascivious behavior, and petty theft—tend to be overlooked in areas where Gentiles predominate.

The Tithe: Mormons contribute 10% of everything they earn to the church. In this case, they expect every other resident of the city (even Gentiles) to pay 10% as well. This applies to the heroes if they find any gainful employment in the City o' Gloom! Failure to pay one's tithe can result in being **Blacklisted** (see page 46) or permanent expulsion from the city.

Gettin' There

Unless a body rides the Denver-Pacific rails or stagecoach into the City o' Gloom, expect an

onerous journey through the inhospitable desert to reach it. Consult the rules for **Heat** and **Thirst** in *Savage Worlds* should a posse attempt the overland route. Such travelers also pay a toll.

Toll Canyons: The city is surrounded by dozens of canyons, and the ones that provide access are walled off with large barricades and guarded by 10–15 armed militiamen (use the Soldier profile in the *Deadlands Marshal's Handbook*). The toll to pass through for Mormons and Gentiles alike is 25 cents a head, plus \$1 per axle for vehicles.

In general, those with no money are let through if they appeal to the guards' softheartedness. Should a conflict arise, however, attackers find out (as the U.S. did during the Mormon War) that the canyons can be held indefinitely by even a few men armed with rifles and a Gatling gun.

Points of Interest

The City o' Gloom's landscape is dominated by the Temple, but that edifice is dwarfed by the sheer number of factories, Hellstromme-owned and otherwise, that dot the city. Although skies all over the city are clouded with smog, over the Mormons' section of town it is noticeably less oppressive. See the **Soot** Setting Rule on page 51.

The neighborhood called Junkyard, with tangles of steampipes and walkways crowding its skies, is technically part of Salt Lake City, but in many ways is a world unto its own. It gets its own Points of Interest section below, Marshal.

Aaron's Arms (1): This gun shop's owner is Mr. Henry Aaron, an old timer and one-armed veteran of the Nauvoo Legion. His prices are high—50% higher than what's listed in the *Deadlands Player's Guide*—but he gives Mormons a 25% discount. Since Union and Confederate gun makers alike shun Deseret, most of Aaron's new weapons come from the Browning Arms Factory in Ogden or Granny Smith's factory in Junkyard.

The Bank of Deseret (2): Mormons chartered the national bank in 1867, in the wake of Deseret's independence. Deseret mints its own currency—called "bank notes"—the value of which is guaranteed by unmined reserves of ghost rock in the Wasatch hills. Foreign currency can be exchanged here for a 5% fee.

California Corral (3): This establishment's name is a little bit misleading; owner C.A. "California" Carrol is a Mormon who hasn't sold a horse in years. All he sells are steam carriages, steam wagons, and velocipedes—at a 10% discount thanks to a deal with his brothers at Zion's Cooperative Carriage Factory (page 58).

The Cemetery (4): Only Saints are buried here in the city proper, and they enjoy their repose in a place of peace: The cemetery is *sanctified* ground.

City Hall (5): The city's administrative work is carried out in a series of courtrooms and offices by judges, clerks, and bureaucrats. Various licenses and permits may be procured here during business hours (see page 9 for prices). The clerk of city hall is a Danite (page 43), which gives him access to most of the city residents' personal information.

City Jail (6): Folks don't stay locked up here for long. Thieves end up working off twice the debt. Murderers face a firing squad. Drunk Gentiles are roughed up a little and tossed back into Junkyard, and Mormons are allowed to sleep off the effects before a visit with the minister. Recidivism eventually gets a body excommunicated and tossed out of the city.

Sheriff Eli Waters (page 157) and his deputies keep the peace in the City o' Gloom, and they prefer it very *quiet*. Waters has at least three deputies on duty here at all times. Another four patrol the city in two steam carriages armed with Gatling guns. For deputies, use the Gunman (Veteran) profile in the *Deadlands Marshal's Handbook*, but add Driving d8 and the Steady Hands Edge.

Danwoody's Furniture Factory (7): Howard Danwoody owns this furniture factory, one of the few that still remain outside Junkyard. He produces expensive but high-quality wares.

Denver-Pacific Depot (8): The depot services Denver-Pacific, Empire Rails, and Black River trains (an enduring slight to Hellstromme). The western line—known as the Zephyr—runs as far as Shan Fan, California.

Deseret Café (9): This cozy little joint doesn't serve whiskey, tea, coffee, or anything else with a bite. They mostly serve Mormons, so they sell "Brigham tea," sarsaparilla, and lemonade.

Deseret News (10): The *News* is the official paper of Salt Lake City, and its editor Hymus Crum is sternly disapproving of the local *Epitaph* offices. Crum is a staunch Mormon from the old days of Prophet Smith, whose editorials preach fire and brimstone. The *Deseret News* carries the weekly "blacklist," a large black box with the names of offenders and their crimes listed in it. See the **Blacklisted** Setting Rule on page 46.

Deseret Tithing Office (11): All the money collected by city tithe collectors is stored in the vault here, and it's laced up tighter than a corset with armed guards and a safe that could stop a cannon. A persistent rumor has it the office has Holy protection...enough to cause the blood of would-be thieves to boil in their veins!

Deseret University (12): The university teaches a full range of subjects, as set out by the Church elders. Anyone can enroll at the school despite religious beliefs. The College of Engineering turns out quite a few new scientists for Hellstromme Industries and Smith & Robards, but it also provides endless laborers for the professors' own experiments (of which patents the most promising are promptly snapped up by moneyed interests).

Edna's Eats (13): Owner Edna Jacobs (page 154) is a grandmotherly type who cooks the best pastries in Deseret and makes everyone feel welcome. She's also a Confederate spy! Since the Twilight Protocol went into effect, her fleeting interactions with Agent Nevada Smith have turned into full-blown collaboration. In truth, she admires the young spy like a son.

Empire Mill (14): This mill is where the first settlers cut trees into planks to build the city. Now Sludge Creek (page 58) is so slow-moving and mired it won't power the saw, leaving the mill an abandoned, rat-infested ruin. Worse, the dark, corrupted heart of the vile creature called Sludge (page 148) lies hidden in the mill's flooded basement.

Faust's Livery Stable (15): Henrik Faust and his family own the only place in Salt Lake City that sells horses and mules, and they're of the highest quality. Prices are accordingly steep: \$200 for horses and \$75 for mules. Faust has a deal with local Paiute Indians, from whom he purchases his stock.

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Fort Smith (16): A 100-man company of the Nauvoo Legion is stationed in this fort on the city's outskirts, commanded by Maj. Matt Demmons. The sentries have Gatling guns on the walls and a few cannons. In truth, they're stationed here to protect against the city's Gentiles more than anything else.

Golding's Tannery (17): Owner Harvey Golding sells all sorts of furs and rattler hides. He has a strict conservation policy, and will not buy from trappers who exceed an area's quota.

Infinity Press (51): This small print shop run by R. Percy Sitgreaves (page 157) has a contract to typeset and publish the annual *Smith & Robards Catalog*. They also take odd printing jobs. Sitgreaves and his assistants are metal mages who practice Thaumaturgical Diffusion.

The Green Room (18): This fancy club might be the most exclusive in the West. Only upper-crust Mormons are allowed inside, along with those they deign to invite. In privacy they discuss the most secret matters away from prying ears.

Jennings' Tannery (19): Proprietor Walter Jennings buys all the furs he can, no questions asked. He also sells "exotic pelts," the furs and skins of abominations he's slain. That's because Jennings is a full-fledged member of the Twilight Legion who's well aware of the Reckoning's effects, if not its deepest secrets.

Madam Marie's Dance Hall (42): Although the law in Deseret prohibits brothels, the law leaves Madam Marie alone. The Mormon leaders despise this place, but recognize its usefulness in keeping the Gentiles happy.

McClellan's Electric Stage Stop (52): Way out at the eastern edge of town sits a one-man ticket booth and a sign that proclaims: FROM HERE TO ACKENSACK BEFORE YOUR NEXT MEAL! Prof. Cyrus McClellan owns this business, which makes daily passenger runs to small settlements on the Salt Flats for 50 cents a head.

Nichols' Ghost Rock Refinery (44): Here raw ghost rock is powdered, sifted, purified, and refined into shaped fuel cores (see page 29) by Chance Nichols and his crew.

Orphanage (20): The Home for Wayward Children is run by the Widow Grist, a bitter German woman who came to Salt Lake City in

1858 with the handcart. She actually practices black magic, draining the poor children of blood to fuel her unholy nocturnal rituals.

Restful Arms (21): This well-appointed inn is owned by Jebediah Wilkinson, who converted to Mormonism back in '76. He charges Mormons \$2 a night for a room, \$4 for anyone else.

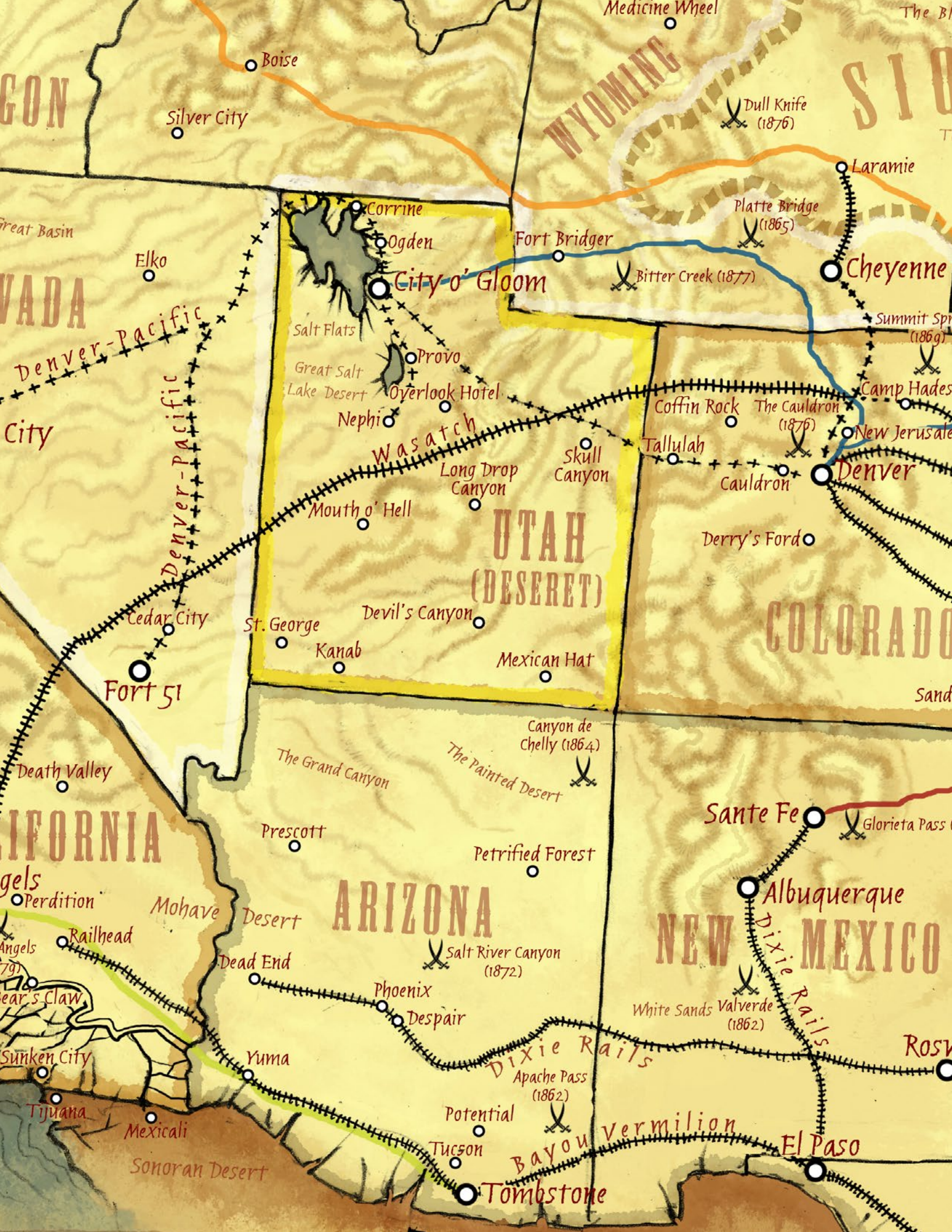
The Salt Lake City Hotel (22): Owned by a group of rich Mormons, this is probably the finest hotel this side of the Mississippi. The caretaker is Monsieur Louis Montague, an exacting Frenchman with an acid tongue (Taunt d12). Despite the opulence this place has a catch: Due to the bitter curse of a Shoshoni shaman who the management threw out, anyone who sleeps here is affected as if by the Bad Dreams Hindrance.

The Tabernacle (23): This was the first assembly building constructed by the Saints, begun in 1851 and finished after Hellstromme's arrival in 1870. The main hall is a huge room with a broad elevated gallery and seating for near 9,000 Saints. Gentiles are only allowed here when services are not being held. The Tabernacle is haunted by the ghost of the Lost Elder, who was mistakenly walled into the place during construction. Whenever the Lost Elder's ghost is heard scratching in the walls a powerful Mormon is fated to die.

The Temple (24): Gentiles aren't allowed here at all. This enormous granite church was begun in 1853 and in 1882 it's still not finished. When complete, it's meant to "shield the most holy rites from the eyes of the uncleansed," in Brigham's words. Two large stone gargoyles were stolen from the site early on; the Church offers a standing reward of \$2,000 for their return.

Warwick's Books and Manuscripts (25): Sidney Warwick, originally of New York City, owns and runs this cluttered shop with the help of his wife and three bookish daughters. They're Gentiles, but maintain cordial relations with the Saints. Every sort of book imaginable is for sale here, but the prices rise in accordance with rarity.

Warm Springs Sulphur Baths (26): These hot mud baths are built on top of a natural spring, and the cost is high (\$5 a head per hour) but the refreshment is said to be worth it. From time to



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time, a lone bather is sucked down into the spring by hungry salt rattlers.

Zion's Co-Operative Carriage Factory (27): One of two factories outside Junkyard, Zion's is the leading manufacturer of self-powered vehicles in Deseret. It helps to lock up the Mormon clientele! They sell their wares to various "lots" (such as C.A. Carrol) who in turn sell the vehicles.

Savage Tales

🔪 **Shooting Starr (page 136):** When outlaw Bonita Rose is arrested and held at City Jail, she's made an offer she can't refuse.

JUNKYARD

As we mentioned earlier, Junkyard is a neighborhood of Salt Lake City but also a whole different world. Factory recruiters Back East make it sound like a fancy, technological wonderland to lure new workers by the wagonload, but the truth is quite a bit dirtier. On the plus side, since the city zoning laws prohibit saloons in most places, they're all located in Junkyard.

Points of Interest

Junkyard got its start when the city's Mormons needed new Gentile residents to mine ghost rock, work the factories, and ensure all of Salt Lake City's New Science comforts kept running. They didn't necessarily want them living next door.

Sludge Creek: The City Creek Canyon used to be crystal clear, before the factories. Now it's as thick as pudding, a viscous brownish-black mire oozing downhill. Everyone calls it the Sludge. It's strongly acidic; anyone who drowns in the Sludge Creek is reduced to bones in a few hours.

The river of contaminated, ghost-rock-infused goo has actually been self-aware since 1873, when the hundreds of screaming souls inside it woke up. It bides its time, worming its way into the spaces under the city, bringing legions of rats under its control, and biding its time...

Oreways: Dr. Hellstromme built the oreways—miles-long conveyor belts coming down from the Wasatch Mountains—to ease the task of conveying tons of ghost rock into the city.

Assayers buy ore from miners at the top and send it down to the refineries below. From dawn until noon, Hellstromme runs the belts in reverse and ferries miners up into the hills for 10 cents each. It beats ridin' shank's mare.

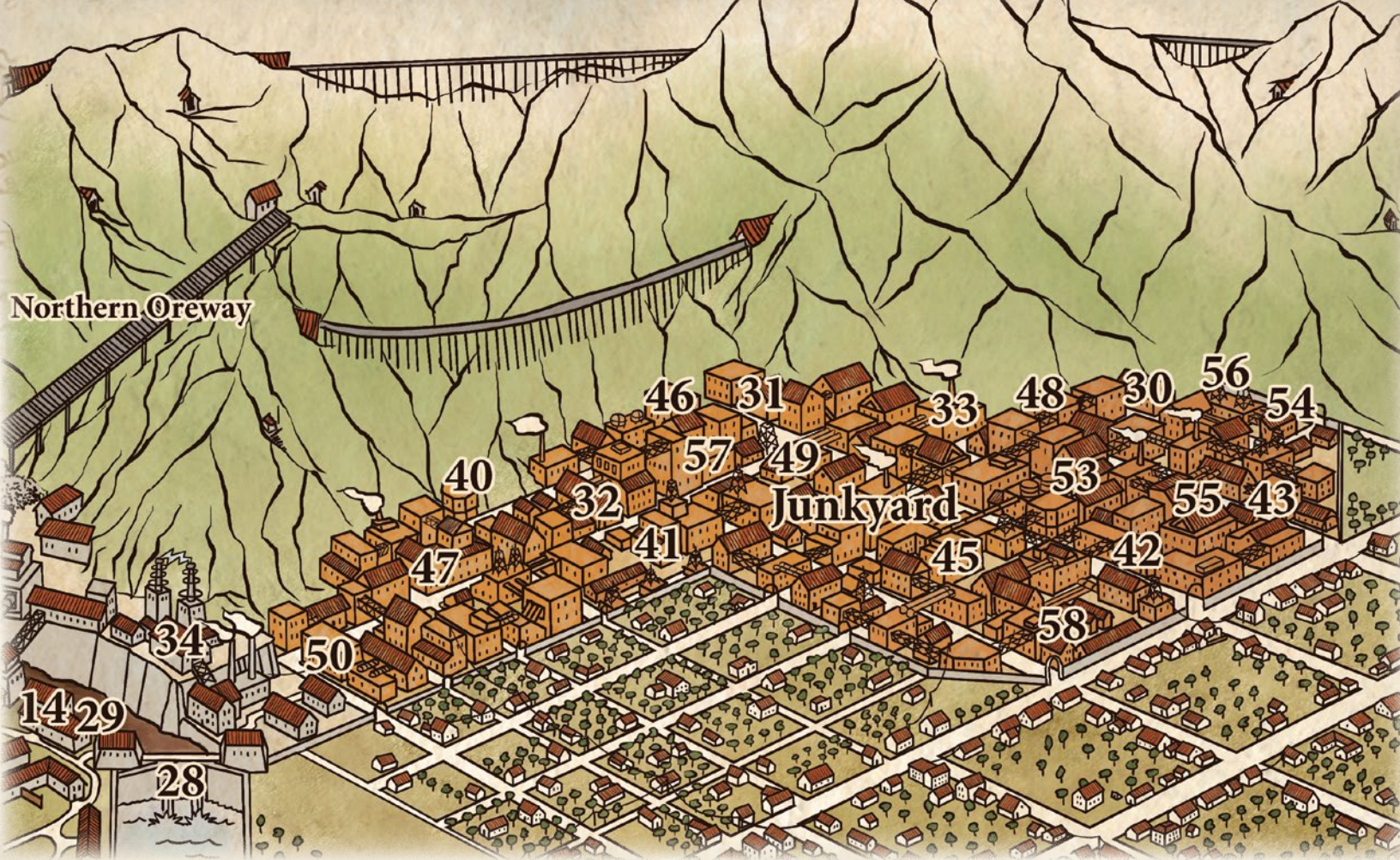
The oreways are not without danger. The westernmost of the conveyor belts is haunted by oreway skulkers (page 146) looking for miners to murder. The northern oreway is a favored highway for Wasatch wall crawlers (see the *Deadlands Marshal's Handbook*); one of them finds its way down into Junkyard every month or so.

The Steel Sky: New land plots were drawn among the maze of pipelines, conduits, steam ducts, aerial walkways, gantries, and catwalks that issued from Hellstromme's many factories. That way the workers could be close by their places of employment...and separate from the city's more genteel, Mormon populace. Now that maze of metal is called the Steel Sky; in most parts of Junkyard it completely blots out the sky. Predators, human and otherwise, have learned to use the Steel Sky to prey on the unwary.

Where the sky might otherwise be visible, the thickest smog in all the city blots it out. At times soot falls like filthy snow. For folks who spend a lot of time in Junkyard, soot masks or a cloth over the face are necessary. Those without access to either experience the **Soot Setting Rule** (page 51) intimately.

Sewers: This rough network of sewer tunnels, more like natural caverns than man-made structures (even though city work crews dug them), lies beneath Junkyard's streets. Exploring the sewers is unwise; they are home to mutated rats (page 147) and the vile creature called Sludge (page 148).

The Arena (53): In 1874 a huge explosion in west Junkyard left a pit nine feet deep and about 50 feet across. A few days later, by chance a few brawlers fell into the pit, but they just kept beating the living tar out of each other. Soon boxing matches sprang up, and promoter Bill King swooped in to really organize the fighting sport of "pit." The rules are simple: Two willing combatants enter the pit, bets are placed, the last man standing wins. Deaths are frowned upon but tolerated, and happen quite often.



With the money he made from pit wagering, King built the skullchucker Arena close by the pit (see the **Skullchucker** Setting Rule on page 51). There the games in his annual “King’s Tourney” are played. Another game called “swing”—in which armed combatants fight while dangling from cables over the Sludge—lost popularity after the horrible deaths of several star players.

The Asylum (30): Lead psychologist Dr. Emil Hibbert is a good man, but his methods can be crude. He practices what he calls “confrontational therapy”: confronting the patient with various mundane Fear/Nausea tests until cured. Heroes may remove the Delusional Hindrance or mad scientists’ Dementias after being treated here at the Marshal’s discretion, but any such treatment takes at least 1d6+2 weeks to complete.

Little do Hibbert and his assistant nurses know, the secret augmentation laboratory of Leonitas P. Gash lies beneath their feet, in secret caverns under the Asylum. Gash and his followers found an abandoned mine in the hills above the building and used them to carve out a subterranean lair. Gash gets quite a few of his

experimental subjects by abducting patients from the Asylum above.

Gash also accepts the occasional appointment for surgical augmentations. Getting in touch with him or his people isn’t all that complicated. A successful Investigation or Streetwise roll (–4) in Junkyard does the trick. Before long, the lucky fool is blindfolded and escorted to Gash’s secret, windowless laboratory where the surgery is performed.

Cat’s Used Goods (31): With the factories’ turnover rate, there’s a rich market for used goods in Junkyard. Furniture, clothes, gear, you name it and Cat’s got it. Owner Katherine Washington is one of the few black women in Salt Lake City, and the only one who runs her own business. Cat is a folk hero in Junkyard; she’s handy with a Gatling pistol (Townfolk profile with Shooting d10, Rock and Roll! Edge) and has saved folks’ lives on more than one occasion. Incidentally, she’s also a close friend of Six-Hundred-Pound Sally Manners.

Co-Op Hacienda (54): Located at the eastern fringe of Junkyard, this is a small compound

DEADLANDS: GOOD INTENTIONS

containing several private workshops, owned by a collective of scientists and engineers who share rent and electricity costs. They also use each other to make new business acquaintances, hoping for that ever-elusive audience at a major manufacturer. It contains the Brunhoff Klockwerkstelle (owned by Werner Brunhoff), Madame Wanda's Salves & Poulitices, Dr. Paglian's Telegraphic Lab, Mozart's Music Boxes (owned by Bill "Big Hair" Mozart), Dr. Li Heng's Fireworks Forge, and a vacant lab (which used to be occupied by Dr. Byrd's Whirligigs).

Cree's Miracle Emporium (55): This small shop in Junkyard is owned and operated by Amanda June Cree. The cluttered, dusty Emporium deals in "refurbished" Infernal Devices and shaped ghost rock cores, all work done on the premises by the owner. Most of the devices (but not all the weapons) listed in the Gear chapter are heaped on the shelves somewhere. In game terms, all Ms. Cree's wares cost 50% of what's listed, but they're considered El Cheapo items and malfunction on a Trait roll of 1 or 2.

Doc Yates (32): Victor Yates was once a prominent Philadelphia surgeon. He came out

West seeking his son Cal and never did find him. He's still haunted by that loss. Still, he's a fairly talented sawbones (Townsfolk profile, Healing d10, Healer Edge) who charges a pittance.

Granny Smith's Arms Factory (33): Granny was one of the Prophet's last wives in Nauvoo, a crack shot and cunning gunsmith. After Joseph Smith died, Granny came to Utah with the Mormon pioneers. Now she runs one of two major local arms factories. She invented the "Mormon rifle" (essentially a Gatling rifle, but she did it first). Her weapons production is a godsend to the Nauvoo Legion, since Deseret is under embargo from both North and South. Granny's private collection of weapons is said to hold a number of famous guns (and even a Relic or two if the Marshal desires).

Gonzalez's House (40): A former courier in the Mexican Army, Manuel Gonzalez saw terrifying things he could never forget. He fled north to Salt Lake City and bought this crumbling apartment building. He fixed it up and rents rooms for 50 cents a night, with a 50% discount for those who stay a week and pay up front.



Hellstromme Industries, Ltd., Plant #1 (34): This was Hellstromme's first factory, constructed in 1870 to manufacture steam wagons. By 1872 Hellstromme ceased rolling out steam wagons and entered a partnership with Zion's. Since then Plant #1 has built trains: swift trains, armored war trains, and the most luxurious cars imaginable. As with all Hellstromme's factories, numerous X-Squads and automatons (see the *Deadlands Marshal's Handbook*) guard Plant #1.

The Automaton Factory, Plant #3 (35): This factory has the best-paying jobs, because this is where Hellstromme creates his miraculous automatons. The machines are assembled here, but the "heads" (containing the automatons' greatest secret) are shipped in separately, via underground railway from the secret labs at Hellstromme's Manor outside town (see page 64).

Hellstromme Industries, Ltd., Plant #9 (36): Mechanical spiders, scorpions, and other clockwork minions are created here. This factory pays almost as well as Plant #3.

Hellstromme Industries, Ltd., Plant #13 (37): This place is just plain unlucky. This is where they make "bulletproof vests" and other experimental gear for X-Squads, and the body count is truly appalling. Seems like every week some poor devil gets maimed or mangled and loses a limb.

Hellstromme Industries, Ltd., Plant #22 (38): This plant produces miscellaneous parts for armored vehicles: nuts, bolts, radiators, steam boilers, and the like are all made here and then shipped out to plant #47 on the salt flats.

Hellstromme Industries, Ltd., Plant #24 – The Power Plant (39): This is known as the Power Plant; its official name is the Salt Lake Valley Electrical Plant. This installation is patrolled full-time by multiple automatons and veteran X-Squad crews (page 151). Every so often, a glitch or a gremlin knocks out the power briefly.

Hellstromme's Water Purifier (28): When the creek first started turning black from the factories' waste, Hellstromme devised a "water purifier" to clean it up again. As amazing as it sounds, the Sludge flows into the purifier and comes out clean on the other side for Mormon citizens to enjoy.

Jackson Smeltworks (56): This abandoned ore refinery and machine shop used to be owned by Fineas Jackson. When the business fell on hard times and rumors of hauntings drove away the last employee, Jackson returned to Pittsburgh. It's surrounded by the most crime-ridden area in Junkyard. It used to be the Tremendae Gang's hideout before it was abandoned once more.

The Ledge Saloon (46): This high-rise saloon is owned by Clarence "the Shark" Venturino, an ex-swing player who retired after a near-death encounter with the Sludge. The Ledge sits on the sixth floor of an old apartment building, with a narrow metal staircase leading up to it. A wide catwalk extends around the building, where patrons drink and carry on. Most of the clientele are bloodsport players, and typically dare each other to try outrageous and dangerous stunts.

Lenore's House of Fine Arts (43): Ms. Catherine Lenore collects what she calls "fine art." Most would call it trash: the childlike scribbings of Junkers who haven't seen the sun in a long time.

The Monkeywrench (47): Dr. Anthony Spunzo opened this saloon in 1873, after he was ejected from Deseret University for his support of Dr. Gash. He billed his new saloon as the "general headquarters of brilliant minds," where scientists from Hellstromme Industries, Ltd. and Smith & Robards could blow off steam in their off-hours. The idea caught on, and inventors and researchers have frequented the place ever since. Every so often, even intellectual differences break down into fisticuffs.

The Rathole (45): Actually A. Warren's Apartments, this huge tenement building is popularly known as the Rathole. It has 200 apartments occupied by factory workers, but the rats seem to outnumber the people, and some of them are *large* (see Big Rats on page 146).

The Rustbucket Saloon (48): In the seediest section of town, the Rustbucket is by far the seediest dive. They save leftover beer in rusty buckets to serve later in the evening. The owner is "Dirty Matty" Meeker, a woman who can outdrink and whip near any man who walks in.

Salt Lake City Grand (41): The only thing grand about this hotel is the word painted on its signage. Owner Jim Willis charges 75 cents

DEADLANDS: GOOD INTENTIONS

a night, or 25 cents a night for a week (paid in advance). A singer named Mimi plays a grand piano in the saloon and sings most weekends, as she has for years.

Sludgetown (29): This wretched shantytown on the banks of the Sludge is proof that no matter how bad things get, they can always get worse. Only the most destitute live here, scrounging and begging for what they can get. Mormon missionaries sometimes offer them food.

Smith & Robards Showroom (57): The main retail showroom for Smith & Robards is located in Junkyard. Browsing the wondrous wares on display here can easily eat up a whole afternoon. All items sold on the premises receive a 10% discount off listed prices.

The Steamer Saloon (49): This saloon is located in an apartment building's basement. Owner Edgar Maybrick saw business take an upturn after a steam pipe in the ceiling sprung a leak, turning the decidedly bland Junkyard Saloon into the Steamer. It's hot as a sauna inside, but the air's relatively clean and it tends to wash off the grime after a day's work.

Tombstone Epitaph (58): This local office of the famous paper is run by Stacey O'Malley, younger sister of *Epitaph* reporter Lacy O'Malley. She works to support the local labor movement, the Workers' Alliance, while collecting information for her stories.

Worker's Hospital (50): A group of factory owners started this hospital several years ago to care for injured workers. They were unable to hire any talented doctors and money ran low, so now the place is staffed with quacks and barbers. Many patients who go in never come out again.

Savage Tales

🗡️ **Who Stalks the Lurkers? (page 138):** With monster hunter Walt Jennings' help, the posse might just clear an accused child's name.

CITY O' GLOOM ENVIRONS

A number of interesting spots lie in Salt Lake City's immediate vicinity. First we cover the two biggest and most famous of those—the Smith & Robards' factory compound on Mount Necessity and Hellstromme's Compound—then we detail other spots within a day or so's travel from the city limits.

Smith & Robards Compound

Smith & Robards, named for its owners Dr. Jacob Smith and Sir Clifton Robards, got started in a dilapidated barn east of town. The operation grew until it required its current digs: a mountaintop research and manufacturing compound. Sir Robards named the peak Mount Necessity because it is, in his words, "the mother of invention."

In 1882, Hellstromme might have the local Mormon business locked up but Smith & Robards are the kings of mail-order Infernal Devices. Delivery crews and the Denver-Pacific line ferry them all over the West for enormous profits.

Smith & Robards' staff of laborers, scientists, and tinkerers are some of the best in the business. That's because Smith & Robards pays its workers a fair living wage and treats them well on the job. It's a tough job to acquire, but those who succeed consider it worth the extra effort.

Security: Access to the compound is strictly controlled. A single, wide railroad spur leads up the mountain, with a road beside it. More than 200 workers ride a slow passenger car up the slope every morning. Guards (Use the Veteran Soldier profile in the *Deadlands Marshal's Handbook*) check in all new arrivals; job-seekers are interviewed, and tourists are given a short tour before guards send them on their way. Customers are directed to the showroom in Junkyard; only VIP buyers are allowed to visit the design house (see below).

Points of Interest

Assembly Area & Factory (A): Nearly every Infernal Device produced by Smith & Robards is assembled in this large factory. The building contains a tailoring area, a workshop for fine assembly specialists, a series of garages, and a

factory floor with assembly line. The shipping department crates them for delivery all over the world. This building also has a massive forge used to make steel and ghost steel.

Interestingly, a ghost haunts the factory basement where the blast furnace and smelter are located. Years ago, one Mr. Dowdy was killed in a saboteur's explosion. Now his restless shade watches over factory employees and helps prevent malfunctions by shutting a door, switching off a device, turning off a burner, and so forth. Whenever a device suffers a Catastrophic Malfunction in this building, one free re-roll is allowed; take the better of the two results. The ghost is harmless and actually quite helpful.

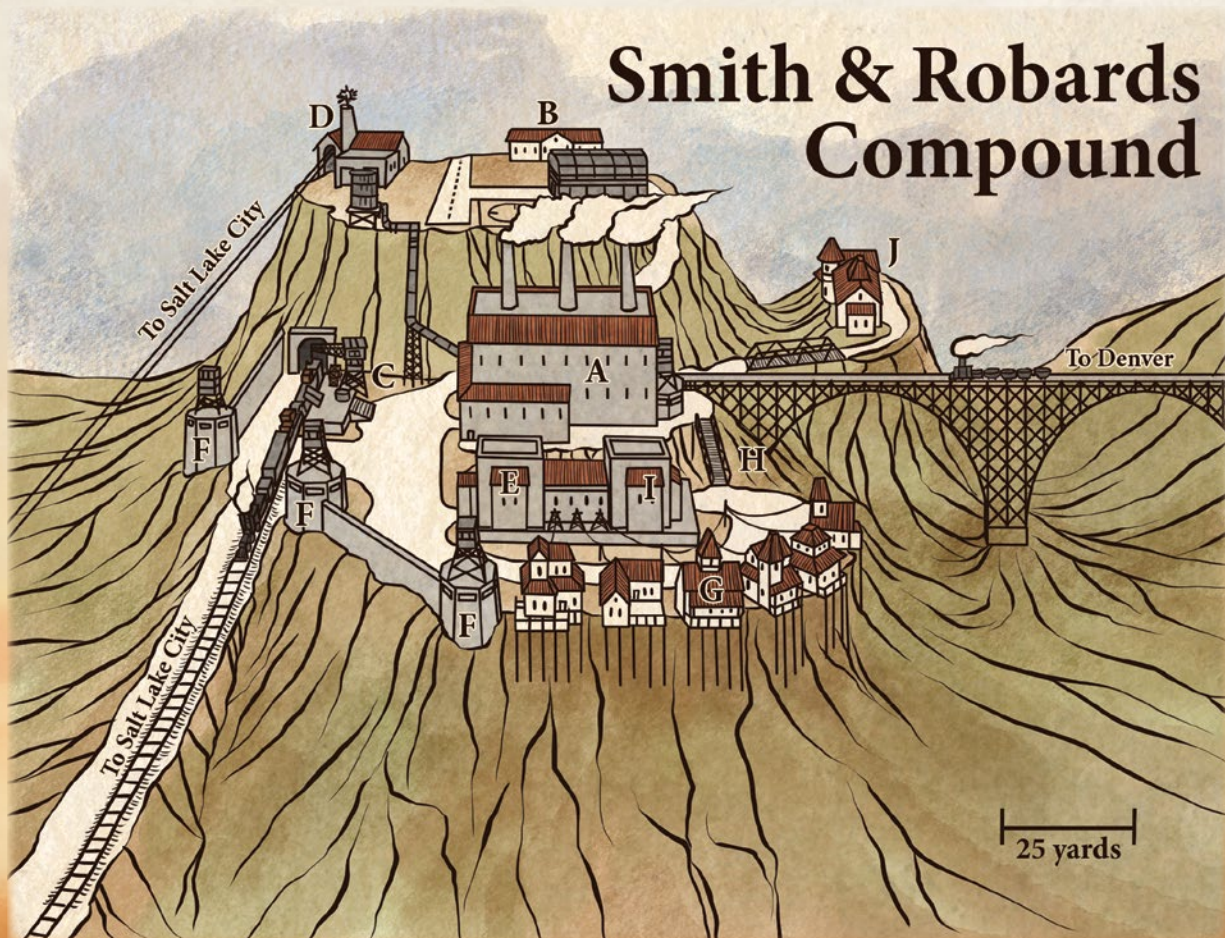
Business Office (B): More than 50 personnel managers, administrators, accountants, delivery managers, and catalog staff handle the company's business concerns here. The office has its own telegraph line with three operators on duty 24 hours a day. Sir Clifton Robards' office—fancy

enough to make a Rail Baron cry with envy—sits on the top floor, view a bird's-eye view of the city.

Denver-Pacific Depot (C): The spur connects to the D-P line via a long trestle, allowing cargo trains to roll right into the loading yard. Heavy cargo is rolled onto the train cars or lifted with cranes. Crevices in the railroad tunnel are said to lead deep beneath Mount Necessity, but no one's ever mounted an expedition to find out.

The Tramway (D): This small but luxuriously appointed tram car travels on ghost steel cables between the mountaintop and a station at Ninth East and South Temple Streets in Salt Lake. Smith and Robards use the tram to convey VIPs to their technological aerie.

Design House (E): Members of the public are allowed no farther than this building's lobby, which holds a small museum dedicated to the rise of the New Science. The rest of the building is divided into private workshops and laboratories where the best and the brightest develop new



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Infernal Devices. Senior designers and their assistants have “blueprinting” rooms in the upper level, and all employees are contractually obligated to keep quiet about everything they see and hear. Despite the secrecy, the resident scientists have plenty of eccentricities on display. An electrified wire fence runs all around this building and the power plant (3d10+3 damage per round if touched, and the victim can’t let go until the power is shut off).

Guard Towers (F): These three towers, built on top of stone pillars, stand sentry over the only road into the compound. Each is manned by four guards with a Gatling gun. There are about 25 guards in all (Use the Veteran Soldier profile in the *Deadlands Marshal’s Handbook*). A small office in the base of the central guard tower acts as headquarters and nerve center.

Homes (G): Upper-level foremen and managers get their own houses up on the mountain: some of the cleanest, most modern domiciles in the West. They even have garages for the supervisors’ steam wagons. Housing high-level workers onsite also allows Robards to keep a close eye on them.

Junk Ravine (H): All the compound’s scrap metal and garbage is tossed into this ravine. It’s quite a nasty sight. The debris is infested with junk rats (see page 147), but a scientist named Eberhardt considers them his “pets” and won’t let anyone exterminate them.

Power Plant (I): This building’s dynamos provide electricity for the entire compound, and allow Smith & Robards to be independent of Hellstromme’s power supply. An electrified wire fence runs all around this building and the design house (3d10+3 damage per round if touched, and the victim can’t let go until the power is shut off).

Prosperity Manor (J): Mr. Robards’ opulent manor sits on the far side of the mountain, overlooking the majestic Rockies. It’s the most secure location on the mountaintop. Dr. Smith lives in a small cottage not far away, but spends most of his time in the design house.

The Tunnels: Unbeknownst to Smith & Robards, the mountain below the compound is home to a strange society of gremlins, which is growing due to the factory’s supernatural

emanations. The subterranean menagerie includes green, black, red, and albino gremlins. The most vicious are the albino and black gremlins; they delight in sneaking from the tunnels at night and distracting the guards, stealing belongings from workers and planting them in other workers’ lockers, killing pets, and the like.

Savage Tales

🗡️ **The Lost Loco (page 135):** A mission from Smith & Robards sends the posse on a hunt for Hellstromme’s personal rail runner.

🗡️ **Under the Mountain (page 137):** Heroes are sent into the lightless deeps beneath Mount Necessity to clear up a gremlin infestation.

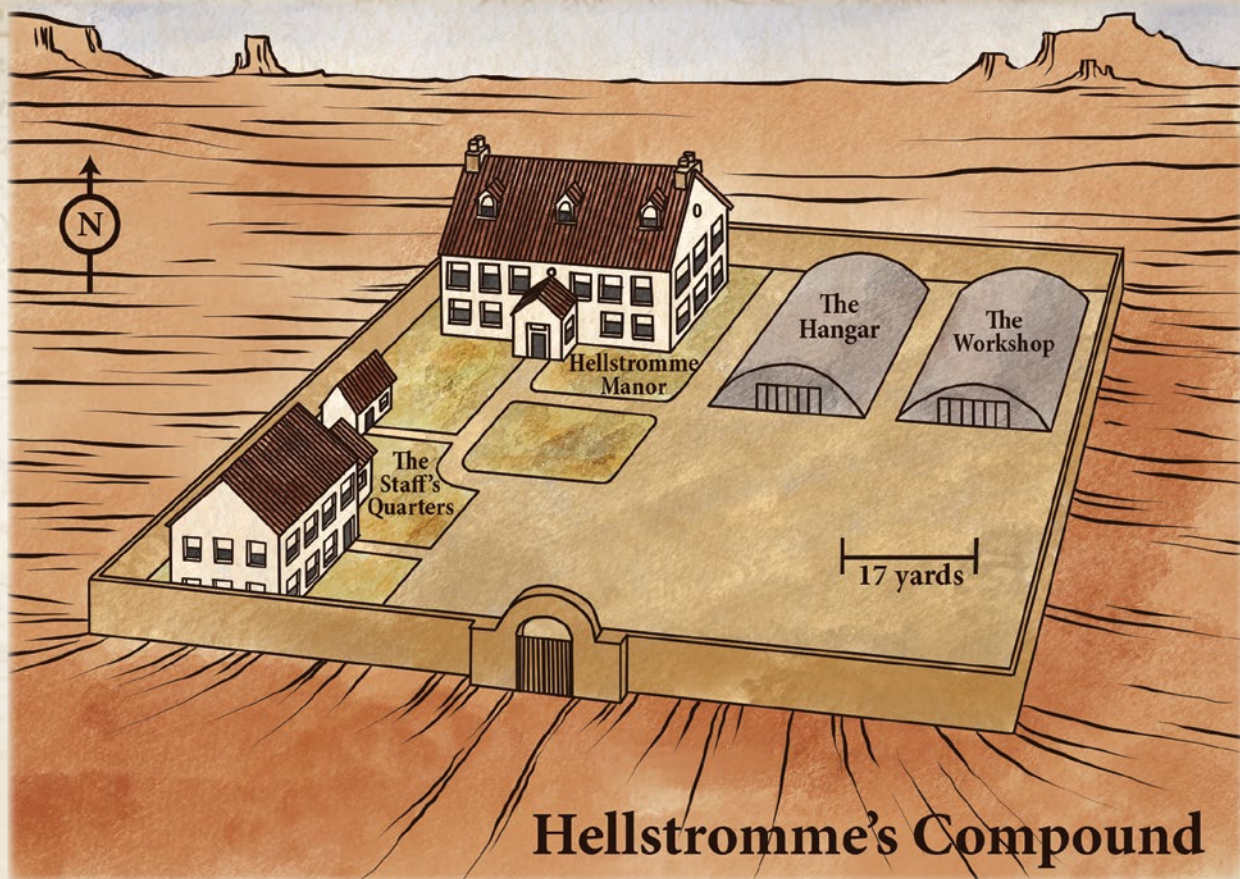
Hellstromme’s Compound

Hellstromme’s walled manor lies about 10 miles west of the city, near the Salt Flats. Visitors are not encouraged; the walls are patrolled by veteran X-Squadders with guard dogs, and hidden automatons and clockwork tarantulas are ready to spring out at a second’s notice.

Hellstromme Manor: The good doctor himself lives in this Victorian mansion, built in the style of an English manor, although he doesn’t spend much time here. Automatons called “Maid” and “Butler” serve all Hellstromme’s needs (they have no combat ability). Hellstromme’s study contains a massive portrait of Vanessa above the fireplace; he cannot bear to be in this room and withstand her gaze. The library is used by Hellstromme’s trusted associates; reading four books here (one per week) grants a scholar one die type in Knowledge (Occult) or Knowledge (Any Science).

Finally, a giant grandfather clock in the upstairs hall contains a secret door: Hellstromme can step inside the glass door and pull the pendulum, which triggers a steam elevator that lowers him to the underground train in his secret labs (see page 118 for the details).

Staff’s Quarters: Hellstromme’s foreman, Ms. Mary Jones, and the grounds keepers live here in well-appointed apartments. Hellstromme bought Mary as a “mail-order bride” from Boston, but was struck by her beauty—and resemblance to his former wife Vanessa. Now the girl is ensnared



Hellstromme's Compound

in Hellstromme's diabolical machinations; see the *Good Intentions* Plot Point Campaign.

Hangar: This quonset-style building contains Hellstromme's various flying machines, including an auto-gyro, a black ornithopter, and a deflated air carriage. See page 118 for all the details of the hangar's contents and staff.

Workshop: This garage houses a pair of steam carriages and a rail runner, prototype vehicles, and a prototype velocipede that leaves the old model in the dust (Acc/Top Speed 10/30, travels 70 miles/lb of ghost rock).

Other Environs of Interest

Copper Quarries: Ghost rock is king, but no city can make extensive use of electricity without copper. Several quarries employing a few hundred workers dot the Wasatch hills.

Gentile Graveyard: Gentiles who die with a few bank notes in their pockets are shipped to family Back East. The rest end up here, in a pauper's two-foot grave with a wooden cross.

This locale has a persistent problem with grave robbers cutting up the recently interred, taking the choice cuts, and leaving the rest to rot.

Huntington Ruins: In 1876 Professor Thomas Huntington bought an isolated ranch east of Salt Lake City. There he conducted novel experiments on his "trans-dimensional displacement device." Sadly the device exploded, destroying the ranch and killing Huntington. Only a single crooked door frame stands at the ruin's center; it is actually a portal to the Hunting Grounds.

New Empire Mill: This large lumber mill on the banks of the Jordan River south of Salt Lake City was built to replace the old Empire Mill after the creek became the Sludge (see page 148). It produces most of the city's building lumber.

Salt Flats: Flat, white, hot, dry...and deadly. The salt flats west of the city are incredibly dangerous due to the climate, not to mention the salt rattlers that roam in packs of two to four, and their ravenous young 'uns. Consult the rules for **Heat and Thirst** in *Savage Worlds* should a posse

DEADLANDS: GOOD INTENTIONS

set out onto the flats. The Salt Flats Worming Company, run by Harold Towers, uses huge “landships” to hunt the salt rattlers where they live. Rivals like Crazy Pete use ornithopters and auto-gyros to bomb rattlers from the air. Either way, it keeps the population in check and supplies local tanneries with plenty of rattler skins.

Savage Tales

🦅 **Early Birds (page 127):** Any posse that gets wrapped up in the Worm Wars gets far more than it bargained for.

🦅 **Graveyard Follies (page 131):** Foiling graverobbers ain’t as simple as it used to be.

CORRINE

Fear Level: 4

Depending who you ask, Corrine is either a wonderland of harmless vices for exhausted workers or the “City o’ the Ungodly.” This wild boomtown lies northeast of the Great Salt Lake, on the banks of the Bear River. It was founded in 1869 by Denver-Pacific rail planners and slated as a company town, but it swiftly grew beyond that.

In 1882 Corinne boasts more than 1,200 inhabitants, almost all of them Gentile. The population abounds in miners, but cowboys and ranch hands from the homesteads scattered about the area also mosey on in for the dancing, drinking, gambling, and carousing. It’s a rough-and-tumble burg where nearly anything goes—but everything goes both ways, amigo.

Gettin’ There

Corrine lies directly on the Denver-Pacific rail line, making it eminently accessible for purposes of travel or freight.

Points of Interest

Even the Mormons sneak up to Corrine from time to time to sow wild oats and join in the fun. That’s probably why the Elders haven’t cracked down on Corrine yet; they understand the value of having an “underground” in which they can blow off steam. It has all the amenities one would

expect from a Weird West boomtown, with more than 30 saloons and gambling halls.

Corrine Daily Reporter: This newspaper rivals the *Epitaph* for sheer moxie in its reporting of weird events around town. If editor-in-chief and reporter Maud Jennison weren’t hidden away in Deseret the Agency or the Texas Rangers would have shut her operation down by now.

Dead Orchard: Folks tried to plant an orchard several years ago, but the irrigation leached mineral salts out of the soil and it killed the trees. That said, they didn’t quite die either...they just wasted away slowly. Years later a few folks vanished at night near the orchard, and locals started telling tales about it being haunted.

Hellstromme Industries Showroom: Not one to miss out on a large gathering of individuals with money to spend, Hellstromme opened a showroom in Corrine to sell his wares. Rip Nixon, formerly a feared but effective ramrod on Chisholm Trail cattle drives, runs the place.

Marshal’s Office: Former cattle rustler Buzz Largo is the town marshal (use the Veteran Gunman profile in the *Deadlands Marshal’s Handbook*). Even though he’s really turned over a new leaf, no one in Deseret knows about his outlaw past in New Mexico. Buzz is a tough hombre, so folks don’t ask questions.

Masonic Temple: Besides the small brass emblem set into the front door depicting a compass and square with a G at the center, this house is nondescript. Montgomery Stiles, owner of a half-dozen saloons, uses this base to bring other business owners into his confidence and establish a foothold for the Masonic Conspiracy (see the *Deadlands Marshal’s Handbook*) in Deseret.

Smith & Robards Showroom: Not to be outdone by their rival, Smith & Robards opened their own showroom across the street from Hellstromme’s. The two stores engage in shameless contests of advertising to see who can draw in more customers. Prof. Ward Paddleford oversees the store with devious charm.

Steam Jetty: Steamships launch from this wharf onto the Bear River, which empties into the Great Salt Lake. Passage can be had to Lakepoint and the City o’ Gloom, but the rates are negotiable and the quality of vessels variable.

Wells-Fargo Office: Need to ship anything in the Weird West by armored steam wagon courier? This is the place to do it. Rates begin at \$25 and go up from there based on how big the package is and how soon it needs to get there.

DEVIL'S CANYON

Fear Level: 5

When the Mormons first came to Utah, they heard legends of lost Aztec gold hidden somewhere in Devil's Canyon. According to the tales, Aztecs fleeing the Spanish conquistadors fled north and hid their gold treasures there. Paiute legends said the Aztecs had performed a terrible ritual to sacrifice one of their own as a guardian who would look after their riches, and could never die...

Gettin' There

Located in the wilds of central southern Utah, north of the Escalante, no roads or rails go to Devil's Canyon. Traveling overland, success on a Survival or Tracking roll finds the right trails and leads a scout to the canyon. Consult **Heat** and **Thirst** in *Savage Worlds* along the way.

Points of Interest

The legends are all true. The Aztecs' ritual created an ancient nosferatu guardian. Even though the Black Chaplains already visited the cave with flamethrowers and had a memorable barbecue back in 1874, the nosferatu has swollen its ranks by preying on a nearby Paiute tribe.

Deep within the cave—which is inhabited by nearly 40 nosferatu and even a few Aztec mummies (see the *Deadlands Marshal's Handbook* for their profiles)—lies a fortune in Aztec gold.

FORT BRIDGER

Fear Level: 4

This waystation and trading post was staked by legendary explorer and mountain man Jim Bridger. In his early days Bridger charted much of Yellowstone, but his amazing tales were

slandered as "Bridger's lies." Bridger eventually founded a fort in southern Wyoming, close to the Deseret border.

Over the years the fort has become a standby for settlers crossing the deserts. The Union even used it as a staging and resupply point during the Mormon War in 1857, an event that left no love lost between Bridger and the Saints. Since then Bridger has harbored folks who opposed Brigham, and he's helped out the saints on a few occasions too. It's a complex relationship.

Gettin' There

No rail lines connect to Fort Bridger, but it lies on the Overland Trail, a major Western thoroughfare. The fort is approximately 200 miles east of Salt Lake City.

Points of Interest

Fort Bridger is located in a fertile mountain valley (once considered as a settling point and then rejected by Brigham Young) with an abundance of wildlife. It's a rough-and-tumble frontier settlement with the typical dangers, but a sight for settlers' sore eyes when headed into the western unknown. For travelers in northern Deseret, it's also an invaluable place to obtain supplies, water, and medical care at reasonable rates. Most of the gear listed in the *Deadlands Player's Guide* is available, at the Marshal's discretion.

KANAB

Fear Level: 4

Kanab, whose name is an Indian word meaning "place of willows," is a small farming community in southern Deseret. It's almost an oasis in the surrounding desert. In 1858 it was the first settled community in the region, chosen for its temperate climate and good soil.

Jacob Hamblin built Fort Kanab in 1865 to defend against Indian attacks, and in 1870 Brother Brigham visited to bless the land and the crops. Despite some setbacks with grasshoppers, the town managed to flourish since then. By 1882 the place has 282 inhabitants.

INDIAN TRIBES O' DESERET

Several tribes dwell in the nation of Deseret, but the two most populous are the Paiutes and Shoshoni. Despite some rocky history, the Mormons maintain good relations and trade with both tribes—much better than the Confederacy does with the Coyotes.

Paiutes: This tribe roams northern Deseret and Nevada. Although they are not a large tribe, their development and teaching of the Ghost Dance gives them great authority and influence among the nations (see *Deadlands: The Last Sons* for more information on the Ghost Dance and its leadership). The Nauvoo Legion is under standing orders to let the Paiutes move freely through the territory.

Shoshoni: Most of the time this tribe engages in fair trade with the Saints. But Mormons' relations with the Shoshoni are fraught due to the Shoshonis' tendency to go on the warpath once a year or so. They raid outlying settlements, set fire to crops, and scalp every man, woman, and child they capture. But the Shoshoni also act as bodyguards for traveling Paiute practitioners of the Ghost Dance, who tend toward a more pacifistic lifestyle.

Kanab is too small to have its own marshal. Sheriff "Powder" Burns Quinlan (so named for the gunpowder burn on his cheek) and his posse ride the area looking for trouble. But it's said Sheriff Quinlan likes drinking more than trouble.

Gettin' There

Located in the far south of Deseret, Kanab's not the easiest place to reach unless one has access to an auto-gyro or ornithopter. No railroads go there, but there are good trails and a stagecoach line out of Nephi.

Points of Interest

Meeting House: Jacob Hamblin, bent and old but still leading his flock, is tough as leather as far as Mormons go. He's actually a blessed who knows all about the creatures of the night (use the Blessed profile on page 150, but add the Elderly

Hindrance). Brigham Young stationed him here to keep watch over the Wave (see below).

Three Lakes: This forested, marshy region near Kanab is said to be home to a "bog man" that prowls the willows near Kanab and steals little children. Will o' the wisps (see the *Deadlands Marshal's Handbook*) out by the Three Lakes take advantage of such tales to lure their prey.

The Wave: This very large, peculiar stone formation is located just south of Kanab in Arizona Territory. It looks like a series of waves etched into the sandstone. In reality the spirit world lapping against the physical world's shore etched the waves; the boundaries between this world and the Hunting Grounds are thin there.

Arcane skill rolls to use the *contact spirit world* and *vision quest* powers receive a +2 bonus at the Wave. At certain times of the year, such as the solstices, it is possible for anyone to simply walk through the Wave into the Hunting Grounds... and for strange things to emerge!

LAKEPOINT

Fear Level: 4

The first explorations of this area, which is located on a "passageway"—a narrow strip of land between the Oquirrh Mountains and the Great Salt Lake—were undertaken by U.S Army Capt. Howard Stansbury in 1849. At Brigham Young's behest, Ezra T. Benson returned in 1854 to found a town he called E.T. City. The Mormon community was plagued by crop failures in its early years.

In late 1876 an investor and huckster named Jeter Clinton tried to revitalize Lakepoint by making it a center of tourism, a lakefront community for families and travelers. With the rise of the ravenous lake hellions and the "sea monster" popularly known as Briny, tourism took a major hit and Clinton's enterprise collapsed. These days Lakepoint's population is less than 60.

With such a small populace, Lakepoint doesn't warrant its own marshal. Sheriff "Little Beulah" Croy oversees the stake with her deputies.

Beulah's only five-foot-one, but they say she's Hell with a Gatling shotgun.

Gettin' There

Lakepoint is fairly easy to reach, provided one is already in the City o' Gloom. From there it's about a day's travel on horseback, or half-a-day by steam carriage or auto-gyro. McClellan's Electric Stage (page 56) makes a stop there on its daily run.

Points of Interest

In 1882 Lakepoint is very nearly a ghost town. The few remaining citizens, almost all Mormons, make their living fishing the lake and selling their wares in the City o' Gloom.

Clinton Beach: Jeter Clinton planned this beach as a recreation area, but after a few people were bitten by lake hellions (one of them entirely eaten!) people stopped going and profits dried up. The lake hellions (see page 144) still infest the waters, attacking anyone who wades in too far. The deeper waters are stalked by Briny, a local legend that's actually a river leviathan (and a Wild Card; see the *Deadlands Marshal's Handbook*).

Lake House Hotel: Another of Clinton's ideas, this four-story hotel was once homey and welcoming. Now it's derelict and crumbling. In the past few years, folks too poor to hang on even in Sludgetown (page 62) have squatted here for shelter. It's also a waystop for penniless travelers. Unfortunately for all of them, a bogie man (see the *Deadlands Marshal's Handbook*) lairs in the old wine cellar, preying on local children.

Meeting House: This crude log building with a dirt floor and two windows serves as meeting hall for the Mormon faithful.

Steam Launch: Clinton's people built this large jetty to accommodate steamboats for sightseers, and it was the longest-running attraction. When Briny overturned one of the launches in 1878 (and snacked on some passengers), the trips were discontinued and Clinton left Deseret in disgrace.

LONG DROP CANYON

Fear Level: 3

This geographical feature is a deep, jagged crack in the earth nearly 200 feet deep, not far from the flyspeck settlement of Moab. Gold miners by the hundreds are encamped all around it, digging greedily for nuggets o' wealth.

Gettin' There

Long Drop Canyon isn't easily accessible—no rail or stage lines go there—but the trails are well-marked by prospectors coming and going. As long as the posse can come up with horses or a steam-powered conveyance, they only need to fret about that desert heat on the way.

Points of Interest

Long Drop is what's called a slot canyon, 200 feet deep but in spots narrow enough for a body to touch both walls at once. Placer miners pan the stream that runs out the canyon's lower end, and others use precarious scaffolds to chip away at the canyon walls. Long Drop's gold supply shows no signs of drying up anytime soon.

The site has had its share of horrible accidents over the years, so the bottom and center of the canyon (a spot devilishly hard to reach on foot; consider it a Climbing **Dramatic Task**, per *Savage Worlds*) is filled with the bones of dead miners. Persistent treasure seekers who reach this spot can find $1d8 \times 10$ worth of gold nuggets per successful Notice roll (-4).

They also find a whole mob of risen skeletons (four per hero), ready to tear the flesh off the living. Use the Skeleton profile in *Savage Worlds*, but add the Fear Special Ability.

MEXICAN HAT

Fear Level: 4

Some have wondered over the years why they didn't call it "Sombrero." Hell, if any Mexican people had ever lived there they could ask them. As it is, Mexican Hat's history has been written



in letters of fire and blood. They don't need no more trouble.

Mexican Hat lies along the San Juan River at the northern edge of Navajo land. It's named for a particular rock formation about five miles north of town which resembles the titular hat. Legend says a Mexican vaquero fell in love with an Indian maiden, and her enraged father—a shaman—turned the amorous fellow to stone.

In 1873 the town was afflicted by a strange infection everyone reckoned had spread up from Texas. People wasted to skin and bones, then went blood-simple and started tearing their families and friends to pieces. The Texas Rangers rode in, put the town to the torch, and slaughtered most of the population—in the process making eternal enemies of Deseret and the Nauvoo Legion.

The entire outbreak was actually an experiment of Hellstromme's. His agents captured several faminites in California, so the doctor had them shipped to a remote roundhouse lab in southern Utah where he could study the pathogen they

carried firsthand. After releasing live specimens in Mexican Hat, Hellstromme concluded the faminite infection was a bit *too* effective.

Gettin' There

There are no railroad lines or scheduled stagecoach runs that access Mexican Hat, but it is possible to charter a stage or steam wagon in Moab. Otherwise a posse needs to provide its own vehicle or go on horseback to this remote desert enclave.

Points of Interest

Much of Mexican Hat remains a charred wreck, despite the few new buildings that have sprung up. In fact the town is haunted by the folks who used to live here and died unjustly. The living won't be able to clear away the ruins and rebuild until they set aside the past's ghosts.

Among the burned buildings four remain relatively intact and identifiable: a general store, church, newspaper office, and saloon. At the center of town is a fairly large, false-front saloon that looks to have been scorched but repaired. The rest of town consists of miners' tents.

The Hangin' Tree: The Nauvoo Legion doesn't shoot every Texas Ranger they meet. Most get hauled off to this giant, skeletal tree not far from Mexican Hat and hung. The tree's branches are festooned with rotting corpses with buzzards pecking out their eyeballs.

The Ranch Saloon: Owned by white-bearded codger Ol' Robertson (who used to work quite closely with Darius Hellstromme), this is Mexican Hat's only business establishment. During the day only Robertson, piano player Dirk, and soiled dove Polly are here. At night miners wander in from the hills, bringing the grand total on an average evening to about 10.

Valley of the Gods: This high desert valley northeast of Mexican Hat is home to some of the most majestic scenery anywhere in the West, quite similar to that found at Monument Valley. Hidden among its buttes, mesas, and towers is one of Hellstromme's roundhouse labs, which was the faminite outbreak's source. By October 1882 the laboratory is abandoned and its connection

to the Plutonian Express has been dynamited on Hellstromme's orders.

Savage Tales

🦋 **Valley o' the Hungry (page 138):** A dormant infection rears its hungry maw: faminites!

MOUTH O' HELL

Fear Level: 5

In 1871, prospector Pete Fenner discovered this cavern at the southern edge of the desert. It soon became known as "Pete's Cave" when word got around that he'd discovered millions of dollars worth of ghost rock in the central chamber.

That's when Hellstromme moved in. He signed a contract to buy every ounce of ghost rock in the cave, and even built a huge smelter onsite to speed the work. A year or so later the smelter malfunctioned, killing Pete and all his workers in a flood of molten metal. An emergency water tower in the cave also gave way, cooling the ghost steel but leaving the cavern flooded ever since.

Gettin' There

For most folks, the Mouth o' Hell is impossibly remote. Options for reaching it include taking a Denver-Pacific train as far south as Nephi and riding or driving the rest of the way, or simply speeding there in a steam carriage or auto-gyro.

Points of Interest

Hellstromme's malfunctioning smelter was no accident. Once he'd extracted what he needed, he sent agents to sabotage the device. Now the unmined ghost rock acts as insurance, and the cave is a backdoor entrance to one of Hellstromme's most secret underground facilities.

In the "accident's" aftermath, a posse explored the cave seeking ghost rock and other riches. They took one look at the terrible metal "statues" created when the workers died and fled for the hills. The Reckoners seized on their macabre imaginations and created the cave's guardians. All the details are found in Plot Point Three, "Industrial Espionage" (page 92).

NEPHI

Fear Level: 3

Nephi, named for the son of Lehi in the *Book of Mormon*, is the southern terminus of a Denver-Pacific spur from the City o' Gloom. It's a Mormon town, founded at Brigham Young's direction in 1851 by pioneers and farmers hand-picked from among the Saints. They called their town Salt Creek, a name that was only recently changed to Nephi in 1882.

The site was once a waystop on the Old Mormon Road to California, in the fertile Juab Valley. Today its crops and orchards produce much of the food eaten in Salt Lake City.

Gettin' There

Nephi's only about 150 miles south of the City o' Gloom, and its location on the D-P line makes it a snap to reach. Several stage lines located in the vicinity of the D-P depot in Salt Lake City—horse-drawn and steam alike—travel round trip to Nephi daily.

Points of Interest

Nephi is a quiet farming town, its people hardworking and pious. They've been harassed by Bonita Rose and her Outcasts (see page 42) on several occasions. Each time Sheriff "Little Beulah" Croy—in whose stake Nephi is situated—drove them varmints back to the hills.

There are no saloons, gambling halls, or other dens of iniquity here, but Nephi does have a meeting house, school, and several large manor homes, surrounded by miles of agricultural land.

Nephi Irrigation Co.: This brick building beside the meeting house is run by Edwin Harley on behalf of the Church. Harley, using steam-powered pumps and a variety of Infernal Devices specifically commissioned from Hellstromme Industries, has created an ingenious irrigation system for Nephi. The company imports tons of ghost rock from Salt Lake City every month to power the boilers and employs a staff of four engineers to keep the system in good repair.

OGDEN

Fear Level: 3

When trapper Miles Goodyear founded the place in 1846 he called it Fort Buenaventura. Mormons purchased it from him the following year and changed the name to Brownsville (after revered abolitionist John Brown). Finally they named the town after trapper Peter Skene Ogden, who had explored the valley on behalf of the Hudson's Bay Company from 1828–29.

The population of roughly 300 souls is partly Mormon and part Gentile. For the most part the town maintains a veneer of respectability, but the usual boomtown wares are represented as well.

Gettin' There

Ogden is so accessible via the Denver-Pacific line it has the nickname of Junction City. A sign at the rail depot proclaims, "You can't get anywhere without coming to Ogden!"

Points of Interest

It's unlawful to carry firearms within the Ogden city limits. Visitors need to turn theirs in with Marshal Logwood and check them out upon departure.

Browning Arms Factory: Johnathan Browning and his two sons operate this factory, the largest manufacturer of arms in Deseret. The factory mostly produces subcontracted Colts and Winchesters. Rumor has it the U.S. and Confederate governments weren't too happy with the arms manufacturers for sharing their designs and "arming the Mormons."

Electric Alley: All the vices Ogden offers—saloons, gambling halls, brothels, opium dens—are confined to this street by local statute.

The Freeman: The *Ogden Freeman* is one of two newspapers published here. The *Freeman* is seen as a mouthpiece of the Mormon Church, but its news is accurate and relatively unbiased.

The Morning Rustler: The other newspaper on offer in Ogden is the *Morning Rustler*. Run by Gentile editor Archimedes Trent, it tends toward muckraking, sensationalist stories to sell more papers.

Marshal's Office: Rowdy Joe Logwood is the town's silver-haired marshal (use the Veteran Soldier profile in the *Deadlands Marshal's Handbook*). He employs two deputies and takes guff from no man.

OVERLOOK HOTEL

Fear Level: 4

They say the Overlook's location high in the Wasatch Mountains is the very spot Brigham Young first looked upon Great Salt Lake and what would become Salt Lake City. Without a doubt, this large hotel with three wings commands one of the finest vantage points in all of Deseret. It's a shame the staff is so all-fired strange.

Samuel Whateley owns the place, and while his kin aren't as odd as some in the Weird West who bear that name, they come close. They're a textbook case in how the Reckoners gain strength without harming a hair on anyone's head.

The Whateley family established this place in 1865 when they first came out West. The rest of their kin went on to a town in the Great Maze called Gomorra; they ended up in far worse straits before they met their fate (see *Deadlands: The Flood*, available at www.peginc.com).

Gettin' There

No railroads go to the Overlook Hotel, but several stage lines and steam wagon services travel there on a regular basis. The trails are well-marked should a posse wish to travel independently.

Points of Interest

The Overlook Hotel offers three wings of well-appointed rooms at the low cost of \$1 per night, plus 50 cents for meals. The only drawback is the tendency of the Overlook to get snowed in... causing guests to get stuck with the Whateleys.

Owner Samuel Whateley seems haunted and jumps at the slightest noise. Edwina Whateley—it's unclear whether she's Samuel's sister or wife—is never seen without the axe she uses to kill chickens, and she always wears a demented grin. She's mute, due to her tongue being cut out

by the previous cult she joined. No matter when she's met, day or night, she always clutches that dang axe in her white-knuckled hands.

Grandpa Whateley sits on the porch in his rocker chewing chicken necks; that red juice bubbling out of his toothless mouth is blood! He laughs and points a lot, but doesn't otherwise interact with guests.

The children, Wilhelm and Marguerite, round out the bunch. Both teenagers have long, black, greasy hair that hangs over their eyes, but his hides the intellect of a rock while hers conceals a devious and evil mind. Wilhelm can answer simple questions, but he usually has a squirming, half-dead animal in his grasp when he does so.

Marguerite takes after her more evil kin and practices black magic by the light of the moon. Her old grandmother taught her the black arts back in Rhode Island, and she's kept the faith alive. Marguerite keeps a wide variety of critters in animal cages in the hotel's basement (including venomous specimens like rattlesnakes and scorpions, in case she gets a hankerin' to send one to a sleeping guest's room). Wilhelm steals others and does away with them in the cruelest ways he can devise.

Despite their uncanny presence the Whateleys all use the Townsfolk profile (see the *Deadlands Marshal's Handbook*), with the Delusional, Quirk or Ugly Hindrance added as appropriate. Marguerite is the true evil, with the Arcane Background (Black Magic) Edge, the Whateley Edge (Exotic), 20 Power Points, and the *beast friend*, *fear*, and *puppet* powers.

PROVO

Fear Level: 3

Although the area was first visited by Spanish missionary-explorers in the late 1700s, the first Mormon settlers traveled here from Salt Lake City in 1849 and built Fort Utah. In 1857 they fended off a large Union force with the help of that fort in the Mormon War.

Located in a high, fertile valley (4,549 feet elevation), Provo is a model Mormon community. Home to Brigham Young Academy, this is

where some of the Saints' best and brightest are educated.

Like Nephi, Provo lies within Sheriff "Little Beulah" Croy's stake. However, given the tendencies of Brigham and the Black Chaplains to use this town as a home away from home, Provo sees far less trouble with raiders like the Outcasts. Last time Bonita Rose and her gang rode in, Provo's blessed called up a massive *windstorm* to buffet them away.

Gettin' There

Provo is only 50 miles south of Salt Lake City on the Denver-Pacific line, only a half-day's trip by train. Riders willing to risk Fatigue can make the journey from the City o' Gloom in a single day's ride.

Points of Interest

Brigham Young Academy: This institution broke off from Deseret University in 1876, as that school shifted its focus more fully to engineering and concerns of the New Science. The principal is a German immigrant named Karl Maeser, who was appointed by Brigham to ensure young Saints have access to a liberal arts education with a strong basis in theology.

Utah Lake: Provo lies close by this large lake, unique for being a freshwater body in a relatively arid location. Irrigation pumps draw lake water for Provo's crops.

SKULL CANYON

Fear Level: 5

This remote canyon in the Wasatch Mountains is named for a distinctive skull-like formation at the back of its secluded desert canyon. The eyes and nose are shallow caves where wildlife lairs, but the mouth is said to burrow far, far down under the peaks. Prospector Coot Jenkins himself ventured in there once, and he returned to describe round tunnels that stretched for miles, but no ore.

DEADLANDS: GOOD INTENTIONS

Gettin' There

Skull Canyon is impossibly remote, and its exact location isn't a matter of common knowledge. A determined posse can reach the place, but it requires success on a series of Tracking or Survival rolls. Horses can't reach Skull Canyon itself unless they're hoisted up a sheer cliff face; cowpokes need success on a Climbing roll.

Points of Interest

Not that going there is a good idea! The so-called Lost Legion of the Nauvoo vanished here back in 1875, when the soldiers investigating this place got more than they bargained for.

The caves lead for miles into the earth, until they finally reach a honeycombed labyrinth: the lair of the salt rattlers! More than 50 of the creatures dwell here with countless young. They are attempting to create a man-rattler hybrid by infusing their queen with human essence. It hasn't worked yet, but it's destined to pay off down the line...

ST. GEORGE

Fear Level: 3

This Mormon enclave lies in far southern Deseret, where the climate is even hotter and drier than elsewhere in Utah. Brigham Young, fearing the Civil War would rob the Mormons of their cotton supply, sent Erastus Snow to found St. George in 1861. In 1877 the St. George Temple was completed. Brigham Young's summer home is also located here.

St. George is within the stake of Sheriff "Powder" Burns Quinlan and his posse, but Sheriff Quinlan's penchant for whiskey keeps him out of this dry burg more often than not.

Gettin' There

It's easier to take a Denver-Pacific train to Cedar City, Nevada, and ride east than it is to get there overland from northern Deseret. That said, a fancy flying machine or steam-powered conveyance makes the journey far more manageable.

Points of Interest

The area surrounding St. George provides Deseret with much of its cotton. The town itself is a paragon of Mormon living, with a temple to rival that of Salt Lake City. Due to Brigham Young's summer home being here, the Outcasts usually choose easier targets during those months.

The Sunday Night Academy: For several years Brigham and other high-ranking Saints have met every Sunday night (during summer months) to discuss matters of theology, especially as they pertain to the great changes since 1863. In truth, these meetings give the Saints an opportunity to meet with their counterparts in the Order of St. George. Padre Ernesto de Díaz (see *Deadlands: Stone and a Hard Place*) is often in attendance.

Savage Tales

🔪 **In the Meantime (page 134):** Vengeful Harrowed Frank McMean stalks the wastes near St. George.

Adventures in Deseret

On its surface Deseret is a place of enormous industry and genius. Some of the greatest advances the New Science gave humanity were devised and built here. But scratch just below the surface and you'll find a seething hive of espionage, treachery, and violence.

When you're not running a Plot Point, Savage Tale, or scenario of your own design, sometimes you need a few random encounters. String several of them together with a solid hook and you've got yourself an adventure, Marshal.

Using the Encounter Tables

Let the group decide on its goal for the session—be it critter-hunting, shopping for Infernal Devices in the City o' Gloom, gambling on a bloodsport, or traveling to another locale in Deseret—and use this chapter to generate a few encounters that occur along the way.

Incorporate details of the heroes' backstories and nightmares too. Maybe the posse's scrapper was implanted with something *else* during the surgery...something valuable the adventure's enemy is out to get. A nonplayer character group could include a cowpoke's former associates or rivals. Maybe that inventor seeks information about thaumaturgical diffusion from the posse's resident metal mage, in addition to her other goals.

In most of Deseret you can draw a card to generate simple encounters, as described in the *Deadlands Marshal's Handbook*. On a face card of any suit, roll on the expanded Varmints Table on page 77 to see what foes or rivals heroes meet.

CITY O' GLOOM ENCOUNTERS

For adventures inside the City o' Gloom, draw one Action Card, plus one additional card per Wild Card in the posse, and roll for all of them based on the suits. Either combine them into a scenario or insert them into the game session at any point you choose, Marshal, to heighten the tension or complicate the action.

Some Varmint encounters are less appropriate inside the city limits; these are marked with a star like this: ★. Within Salt Lake City, either ignore these improbable results and roll again, or devise a unique storyline that features them prominently.

CLUBS—OBSTACLE

d6 Obstacle

- 1-2 **Soot:** The smog is especially heavy. Cowpokes who spend more than an hour or two outdoors must roll Vigor to avoid a level of Fatigue that fades after 1d6 hours' rest indoors. Hombres without actual soot masks suffer a -2 penalty on the Vigor roll.
- 3 **Epidemic:** The city is stricken by a disease outbreak. Consider it a Long-Term Chronic, Minorly Debilitating disease (see *Savage Worlds*). Medicine is available but barely enough for the Mormon population, leading to heightened tensions with Gentiles.

4-5 **Traffic:** Congestion from a mix of foot and wheeled traffic jams an entire area of the city. To get where they're headed, sodbusters need to succeed on a Streetwise **Dramatic Task** (see *Savage Worlds*). Failure puts the posse face-to-face with hostile foes; roll on the **Varmints Table**.

6 **Industrial Accident:** An explosion or other tragic accident strikes a factory in the city. Several workers are killed and maimed. When business owners fear imminent scarcity, prices for ghost rock and Infernal Devices increase by 25% of what's listed in the Gear chapter and the *Deadlands Player's Guide*. The inflated prices persist throughout the adventure.



HEARTS—NON-PLAYER
CHARACTERS

d10 NPC

- 1 **Dealer:** The hard lives of Junkyards' workers drive many of them to drink and harder substances. Use Townsfolk stats with Streetwise d10 for this dealer in illicit substances.
- 2 **Drunks:** A band of 2d6 drunken miners (use Townsfolk stats) or s (see page 150) liquored up and spoiling for a brawl.
- 3 **Fence:** If you need a cheap watch or a pair of steam-powered eyeglasses, the fence can get it. Just don't ask questions about where they came from.
- 4 **Scientists:** These 2d4 eggheads are employed by Hellstromme Industries, Ltd. or Smith & Robards.
- 5 **Law Dogs:** This is a patrol of two of Sheriff Waters' Mormon deputies (use Gunman stats). They question anyone they meet who seems to be acting suspicious.
- 6 **Skullchuckers:** 1d6 members of a skullchucker team, out for some fun or on business (see page 151).
- 7 **Spies:** 2d6 agents of a rival Rail Baron (Bayou Vermilion, Black River, Empire Rails, or Iron Dragon) either seeking information or smuggling it out of the city. Use Rail Warrior stats in the *Deadlands Marshal's Handbook*.
- 8 **Pickpocket:** In such a crowded city as Salt Lake, thieves with light fingers are inevitable (use Outlaw stats).
- 9 **Indians:** The heroes encounter 2d6 members of a native tribe. Roll 1d6 to determine which one: 1-4 = Paiute, 5-6 = Shoshoni.
- 10 **X-Squad:** 2d6 X-Squad troopers patrolling the streets (use Rail Warrior: Wasatch Faction stats in the *Deadlands Marshal's Handbook*).

DIAMONDS—FORTUNE

d6 Loot

- 1 **Treasure Map:** The posse finds an old map, letter, or telegram leading to a valuable treasure and great danger.
- 2 **Brush With Greatness:** The posse meets some Famous Folks (page 152).
- 3 **Relic:** A valuable Relic (page 47) figures prominently in this adventure.
- 4 **Weapons:** The heroes find a lost cache of rifles, dynamite, or other arms.
- 5 **Fundaments:** The heroes stumble across 1d6 x \$100 worth of ghost rock.
- 6 **Lost in Transit:** The group finds a lost shipment of Infernal Devices.

SPADES—VARMINTS

d20 Varmint

- 1 Mourning Mist
- 2 2d6 Rattler Young 'Uns ★
- 3 2d6 Big Rats (page 146)
- 4 Salt Stalker (page 149) ★
- 5 2d10 Outcasts (see page 42) ★
- 6 1d4 Wall Crawlers
- 7 2d6 Feral Dogs (See *Savage Worlds*)
- 8 Patchwork Man
- 9 2d10 Nauvoo Legionnaires led by a Wild Card officer (see page 151)
- 10-11 1d4 Rattlers, Salt ★
- 12 X-Squad patrol (1d6+2; see page 151)
- 13 2d8 Walkin' Dead
- 14 Critters. Roll 1d4: 1-2 = 2d6 coyotes, 3-4 = 2d6 scorpions ★
- 15 Catamount
- 16 1d6 Lurkers (see page 145)
- 17 Automaton patrol (1d4)
- 18 Pox Walker
- 19 2d4 Gremlins
- 20 Walkin' Fossil ★

THE STEEL SKY

Buckaroos may want or need to travel through the Steel Sky of Junkyard, that aerial maze of pipes, catwalks, and conduits. Use this table to randomly determine what features and obstacles the posse faces. Anyone Shaken by an attack in the Steel Sky must succeed on an Agility roll at -2 or fall 1d6 × 10 feet before striking something solid: either another catwalk, a pipe, or the street.

d20 Obstacle

- 1-2 **"Room":** A cramped but safe space is formed by walls or sheets of metal. Something else may already have taken up residence!
- 3-8 **Catwalk:** A safe and open path ahead.
- 9-13 **Conduit:** Several banded-together pipes make a wide but clumsy path. An Agility roll crosses it.
- 14-15 **Cold Pipe:** A single thin pipe crossing a wide gap. Travelers can either shimmy across (a Climbing roll) or walk the tightrope (Agility -4).
- 16 **Hot Pipe:** This pipe's full of steam and piping hot. If punctured it spouts steam that causes 2d6 damage per round in a SBT. The pipe is too hot to hold, so crossing takes an Agility roll at -4 (if the acrobat wears boots) or perhaps a belt or rope (Climbing -2).
- 17 **Weak Pipe:** A Climbing roll at -2 crosses this corroded pipe without snapping it. An Obese or Brawny pistolero snaps it automatically; don't even bother rolling, amigo.
- 18 **Tricky Pipe:** When the first climber is halfway across, the pipe creaks ominously and snaps! The cowpoke can hang on and swing down to the next level with success on a Strength or Agility roll at -2.
- 19 **Beam:** Success on an Agility roll means a hero crosses this beam.
- 20 **Swing:** A broken, hanging cable provides a swing to the opposite side. A Strength roll at -2 gets a hero across.

SMITH & ROBARDS DELIVERIES

If you're using the Plot Point Campaign, the posse is offered a job as a Smith & Robards delivery team between episodes five and six. Delivery-based adventures are a snap to create.

The Marshal decides on the cargo (one or more Infernal Devices), the destination (perhaps a locale the cowpokes have requested to visit), and a recipient (which may be an individual, a company, a town council, or other organization).

Once those details are set, draw a card from the Action Deck. If it's a card from Two to Ten, roll once on the **Complications Table** below. On a face card or Ace, roll twice on the table below. If a Joker comes up, roll three times. Draw for encounters along the journey as usual, Marshal, and you're set to put hooves to trail.

2d8 Complication

- 2 **Incognito:** For some reason (intolerance, misunderstanding, or conflicting beliefs) Smith & Robards staff are unwelcome at the recipient's location. The delivery team must disguise themselves and their intent or risk being expelled or attacked.
- 3 **Wrong Item(s):** It happens every so often: Assembly staff at the factory misread the invoice and pack the wrong item or items. The recipient discovers this upon delivery, unless the team thinks to double-check their cargo's contents before departure.
- 4 **Ambush:** The delivery team runs into members of the Outcasts or Scorpions (see page 42), or worse. Members of one of these gangs lie in wait, looking to steal the cargo. (This may mean they were tipped off by someone back at the factory!)
- 5 **Gremlins:** The posse's cargo is infested with 1d8 gremlins (see the *Deadlands Marshal's Handbook*). They escape during the trip to wreak havoc with any technology they find.

- 6 **Battle Zone:** Two or more Rail Barons' forces are fighting over a little-used right-of-way, Shoshoni are on the warpath, or some other conflict rages at the destination. Heroes each earn a \$100 bonus for this run, but meet combatants on the way.
- 7 **Violent Weather:** At some point the team ends up caught in a severe thunderstorm, blizzard, or hurricane.
- 8 **Defective Item:** On arrival at the destination, the recipient tests the delivery item: It immediately suffers a Catastrophic Malfunction. The results of this event range from providing a replacement to planning a funeral.
- 9 **Nefarious Recipient:** The recipient is a mad scientist, shaman, practitioner of black magic, or some other badman who has evil, disagreeable, or simply repulsive plans for the delivery team — once he captures them!
- 10 **Famous Recipient:** Although the name on the bill of lading is false, the recipient is actually a person who's famous all across the Weird West, or at least around Deseret.
- 11 **Wrong Destination:** The shipping label on the crate is inaccurate. The delivery team may be at the wrong apartment or in the wrong region of Deseret, depending how grievous the gaffe. Getting back on course may require a return to Salt Lake City.
- 12 **Natural Disaster:** The posse ends up on the receiving end of a flood, rockslide, or earthquake.
- 13 **Fearmonger:** A potent supernatural evil is up to no good in or around the team's destination. By some chance turn of events the heroes must face the creature or its minions to complete their delivery. The Marshal should handpick a crafty and intelligent abomination for the area's Fearmonger rather than a critter with animal intelligence...unless there are a *lot* of them.
- 14 **Breakdown:** The sodbusters' vehicle suffers a mechanical breakdown the first time a Driving roll is required. A successful Repair roll at -2 and 2d6 hours' work fixes it. If the team rides horses, one or more of them fall ill and die on the trip.
- 15 **Protectors:** The team stumbles across a group of 1d6 innocents (miners, settlers, orphans, etc.) in need of protection. Use Townsfolk stats for the poor folks.
- 16 **Time Limit:** The order has to be received by its recipient within a certain amount of time (typically 1d12 days), or it isn't accepted and the team must pay for it.





Good Intentions

"Thou shalt not be afraid for any terror by night: nor for the arrow that flieth by day; nor the pestilence that walketh in darkness: nor for the sickness that destroyeth in the noon-day."

-Prayer Book (1662)

"It's what people know about themselves inside that makes 'em afraid."

-High Plains Drifter (1973)

Good Intentions, the fourth and final Servitor Plot Point for *Deadlands Reloaded*, tells the tale of a dogged posse's attempt to stop the world's preeminent mad scientist Darius Hellstromme from opening a doorway to Hell. They need all the martial skills they can bring to bear, quick and clever thinking, and heaps of sweet-talkin' persuasion to succeed.

A Plot Point Campaign has three purposes. First, it lets you tell big stories in the background of your posse's more personal interests. Although this book details the heroes' struggle against Dr. Hellstromme, the remaining *Savage Tales* should place the player characters' backstories, rivalries, and goals at center stage. Plot Point Campaigns allow all those stories to be told as part of one epic saga, interweaving personal quests with the story of *Deadlands: The Weird West*.

The second purpose is to give your group a reason to stay together. As the campaign begins they're all hired to do a job, and soon they find themselves arrayed against extremely powerful enemies. Heroes need to stick together if they intend to remain among the living long enough to prevent a ghost's nefarious plot from reaching fruition. But...we're gettin' ahead of ourselves.

The third purpose, Marshal, is to give you a ready-made campaign that you can run more or less on the fly. *Savage Worlds* gives you Fast, Fun, and Furious rules, and our campaign systems aim to match that. You should never have any trouble figuring out what to do next, and you have plenty of space to insert your own adventures, or follow up on an adventure inspired by your player characters' desires and actions.

Playin' the Plot Points

To play *Good Intentions* as...intended...start with the first Plot Point, **We Got the Fear!** If you'd rather run a few preliminary adventures to set the tone and bring the posse together, several *Savage Tales* are keyed to locations in the City o' Gloom (see page 53).

Following is a quick summary of all the Plot Points and what happens in each. After the official starting date of **October 29, 1882**, all the episodes are designed to take place whenever you choose—or whenever your willful and opinionated players decide to get 'em done.

Near the end of every Plot Point but the last you'll find a **Side Tracks** sidebar. These contain narrative threads and behind-the-scenes events with which to season your own scenarios until the next Plot Point takes place. That way, no matter how long you go between episodes your players still get a sense of the overarching tale.

Regarding Rank, a posse ought to include a few Veterans by the time the sodbusters get to Plot Point Five, and they'll certainly want Legendary heroes among their ranks—or a lot of allied Extras—to tackle the final episode.

PLOT POINT SUMMARY

We Got the Fear! begins on South Temple Street in the City o' Gloom, just outside Junkyard. All the heroes are present when an auger goes berserk. The pistoleros' display of fighting skills brings the posse to the attention of Jeb Morgan and the Danites. At Brigham Young's direction Morgan—using the alias “Collis Ames”—hires the sodbusters to rob a Wasatch war train headed into town. But the train is wired to explode, and when it does its payload of liquid Fear causes each hero to confront his or her Worst Fear.

In **Vex Not Them Ghosts**, clues found in the war train's wreckage lead to a secret laboratory near Mexican Hat. In town the posse meets Ol' Robertson, a white-haired saloon owner. After helping the locals deal with the ghosts of their past, the posse explores one of Hellstromme's roundhouse fear laboratories, now abandoned and derelict. There they meet other, far more

lethal spirits and discover Darius Hellstromme may be arming the Union to invade Deseret.

Nevada Smith, the Union's most famous secret agent, enlists the posse to help commit **Industrial Espionage**. He informs the buckaroos they've been working for the Danites and offers to make them double agents. Having interrogated turncoat Danite Bill Hickman, Agent Smith knows the location of a still-functioning roundhouse lab. The party infiltrates the facility just as a fear experiment gone wrong unleashes a terrifying abomination. A death-defying air carriage pursuit ends with the facility's lead scientist in the troubleshooters' custody.

Crackin' Skulls sends your pistoleros in search of the City o' Gloom's seedy underbelly—literally! Jeb Morgan asks the heroes to look into rumors of a secret construction project *under* the city's streets. Nevada Smith wants the information too, so he keeps the public's attention focused elsewhere with the help of local legend Capt. Sydney Mallory and her posse. The search for a missing Wasatch laborer leads the cowpunchers into a skullchucker tournament and possible grievous harm to discover the project's location: directly beneath Hellstromme Industries. But Hellstromme's assassins murder the laborer before she reveals more.

With **Terrors o' Detroit**, Hellstromme's plan for the Union comes to fruition. He goads Union President Chester A. Arthur into invading occupied Detroit before the British can use it as a staging ground for their own incursion. In reality Hellstromme spurs the invasion as a smokescreen to cover his other ploys. He also sends an X-Squad to Detroit to steal the Hell Gate's final component from a British rival. Nevada Smith sends the sodbusters to stop them! In the ensuing battle, 600-lb. Sally flies the adventurers out of danger while Smith perishes in an explosion (or so it seems; he has more lives than a bag o' cats).

The Ghost o' Rail Wars Past occurs after the posse spends some time with Smith & Robards as a delivery team and makes several runs. First Stacey O'Malley asks for the heroes' help to rescue Capt. Syd Mallory and her friends from Wasatch rail agents. From Syd the compadres learn Hellstromme seeks a man who left his service years ago: Capt. Robertson. Returning to

Mexican Hat to visit Ol' Robertson, the heroes learn of Hellstromme's first trip to Hell and what happened to the huckster Dexter Crawford. In the end the compadres have to fight their way past an X-Squad and the Gatling-toting automatons that followed them to Mexican Hat!

Weeks later, Hellstromme announces a new rail line that will finally—after so many delays—link Wasatch to the City o' Gloom. On the same day, the posse receives a steamer trunk that promises to reveal many of **Hellstromme's Secrets**. By assembling a clue Nevada Smith gave them in Detroit with newfound documents, the caballeros sneak into the labs hidden beneath Hellstromme's estate near Salt Lake City. There they learn the terrible enigma of the automatons, and find out the exact time and date Hellstromme plans to activate his Hell Gate.

Now only one question remains to be answered: whether or not **The Door to Hell** opens. Back in the City o' Gloom, the posse infiltrates Hellstromme's sanctuary beneath Junkyard. First, the well-spoken dudes have to convince Darius Hellstromme of the error of his ways. And when the infernal door swings open, only your cowpokes stand between the Weird West and all the gathered hosts o' Hell. We wish 'em luck!

1. WE GOT THE FEAR!

Trigger: The campaign's start.

This tale kicks off the diabolical storyline of *Good Intentions* in Salt Lake City, Deseret, and brings your posse together. Officially speaking, the Plot Point begins on October 29, 1882. Start earlier if your group plans to poke around the City o' Gloom before these events commence.

The Story So Far

In late 1882 Deseret remains an independent and aggravating thorn in the Union's side. While myriad national news reports claim the Union will soon recognize Deseret's independence, life goes on under the Steel Sky and the soot-wracked skies as before. The wheels of industry keep turning and the city produces more high-tech devices than ever.

OUTSIDERS & LOCALS

Good Intentions assumes very little about the posse's composition before play begins, and requires less. The heroes all meet as passers-by on a street in Salt Lake City, so it's enough for each player to decide whether his or her character is in the city on an errand or native to the region.

Characters may use the rules in this book to begin as scrappers or metal mages, or those found in *Deadlands: Stone and a Hard Place* to begin the campaign Harrowed.

Even a Texas Ranger can find her way in the City o' Gloom, but she's in a heap of trouble if the Nauvoo Legion gets their hands on her. It's best to walk lightly when the locals hate your guts.

The Setup

Go around the table, Marshal, and ask each player to briefly describe his or her character's appearance, demeanor, and (without revealing any personal secrets) reasons for being in the City o' Gloom.

Read this to get the action started:

October 1882. A dirty, roiling sky blots out the sun. They don't call it the City o' Gloom for nothing. Due to unseasonably warm weather, you're all out for a stroll or seeing to business on South Temple Street, near the corner of Sixth East Street. It's Sunday.

Near Junkyard this thoroughfare mixes all manner of people—Mormons, Gentiles, seasoned junkers and tinhorn newcomers, augers, miners, factory workers, mothers and children—who jostle along planked sidewalks under gleaming electric lampposts. Auto-gyros buzz high overhead and a steam carriage clanks past in the street, its ghost-rock boiler shrieking and moaning. Pelt matted with filth, a dog rummages for scraps in the gutter.

The air smells like burned rubber, sulphur, and manure. The few people who can afford them wear soot masks. The rest wear cloth over their

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mouths and noses or go without. All keep their eyes focused on their own business.

BOOM! A concussion like thunder washes over you and a flash illuminates the street for an instant. The steam carriage's boiler is a smoking mess of tangled ghost steel, its passengers blown to bits. From the haze strides a bizarre figure, half-man and half-metal. He raises a fearsome, arm-mounted Gatling gun. Bystanders flee in panic, leaving you directly in the thing's line of fire. What do you do?

The maniacal, augmented human is Nep Riggs, known to skullchucker fans as "Undertaker." The steam carriage's former passengers, among them the owner of Nep's team, are all dead.

Suddenly noticing the crowd of onlookers, Nep goes berserk and sprays bullets at the crowd. That just happens to include several innocents and the heroes. Best deal out the Action Cards, Marshal.

Nep "Undertaker" Riggs

Nep is a well-known skullcracker for the Plant #9 Spiders. He lost his legs and right arm in a horrific factory accident in 1878. Since his miraculous surgery things were going well... until he started hearing voices.

Recently the team's owner, John Mason Brophy, criticized Nep's play and suggested he might trade or release the Undertaker. Already strained, Nep went loco when faced with the prospect of returning to work at the factory.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d6, Shooting d10

Cha: -4; **Drain:** 8; **Grit:** 1; **Pace:** 8; **Parry:** 7; **Toughness:** 10 (2)

Hindrances: Clueless, Delusional (Minor), Ugly

Edges: Brawny, Fleet-Footed, Rock and Roll!

Special Abilities:

- **Augmentations:** Clockwork Hand, Hand Weapon: Knife (Str+d4), Hidden Compartment (Arm), Infernal Device Weapon: Gatling rifle (Range 24/48/96, Damage 2d8, RoF 2, AP 2), Mechanical Arm (+1 Str die), Piston Jaw (2d10), Skull Plate.

Collis Ames' Invitation

After the Undertaker is subdued or killed, the heroes may choose to become better acquainted or simply go their separate ways. Either is fine. Among the bystanders to the tussle were a pair of Danite agents, who report the encounter to their boss, Jeb Morgan. He quickly identifies the individuals who were best equipped to handle the threat, and invites them to a private meeting.

Early the following morning each hero receives a typewritten note via private courier, signed by "Collis Ames, duly appointed Denver-Pacific Rail Agent." It reads as follows:

Please forgive my courier's intrusion, but we are aware of the heroism you displayed yesterday in doing battle with an augment gone mad. Few others could have acted so decisively.

In my role as security agent for the Denver-Pacific Railroad, I often seek out talented persons such as you to undertake various operations as sanctioned by the D-P Board of Directors. Would you allow me the honor of buying your lunch today at the Deseret Cafe? I eagerly expect your arrival at two o'clock p.m.

None of the heroes are obligated to go, but even those with a mild sense of curiosity should be intrigued. Not to mention the free lunch!

If any suspicious buckaroos have access to *Deseret News* or *Tombstone Epitaph* newspaper files, or Denver-Pacific personnel records, 2d6 hours' research and success on an Investigation roll at -4 reveals that the company employs no one named "Collis Ames." Asking around at the Denver-Pacific depot and succeeding on either a Streetwise or Persuasion roll at -2 uncovers the same information, but the source admits he or she doesn't know *everyone* who works for the D-P – and rail agents are known to migrate.

Looking for Work?

At the Deseret Café a waiter ushers arriving cowpokes to a private room in the back, where they find Collis Ames seated at the head of a long table. He's flanked by a pair of grim-looking gentlemen in black suits; a successful Notice roll reveals **both** men wear revolvers concealed in shoulder holsters. (They're low-ranking Danites.)

Mr. Ames welcomes heroes with a smile and insists they order anything they like. He inquires politely about the characters' business in Salt Lake City while they dine. After lunch he says,

"If we may discuss business: My concern is the safety and security of the Denver-Pacific Railroad Company's passengers and freight. To that end I am authorized to hire independent contractors, such as you, to undertake missions of varying size and complexity.

"This one's about as big as the lead bull in a buffalo herd. Huge. Not too complex, though.

"I'm prepared to pay each of you \$150 in Deseret bank notes when you accept the job, and another \$200 upon its successful completion. I'm certain you understand the job requires the utmost secrecy, so I can say no more until anyone who's unwilling to participate is...gone."

If a clever pistolero found out that no one named Collis Ames works for the D-P and confronts Jeb Morgan with that information, call for an Intimidation roll. With a success Morgan smirks and shakes his head:

"Well, damn. Color me impressed. Fair enough, I don't really work for the railroad. But I assure you my employers are just as powerful, if not more so, than the D-P Board of Directors. And I can pay what I promised."

Jeb still declines to offer his real name. If they'd like, he gives the mercenaries some time alone to consider his offer.

 **Jeb Morgan:** See page 155.

• **Erastus & Pony, Danites (2):** See page 150.

• **Waiter (1):** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*.

Operation: Derailment

Once the posse is set, Collis Ames explains what he needs his new employees to do:

"Tomorrow night at midnight a train's due to arrive on the eastern D-P line out of Colorado. This is no ordinary locomotive; it's a Wasatch war train. Armed to the teeth and sealed up tighter'n a steer's tuckus with ghost steel armor.

"It's what's inside the train's freight car we're interested in: a viscous liquid like quicksilver, but more evil than you can imagine. Dr. Hellstromme has plans for it that most likely involve rekindling the Great Rail Wars. It cannot reach Salt Lake City. Bring back a small sample if possible, but anything you can't carry out...blow it to kingdom come. Erastus here will make sure you're properly supplied.

"Report back here tomorrow when it's done."

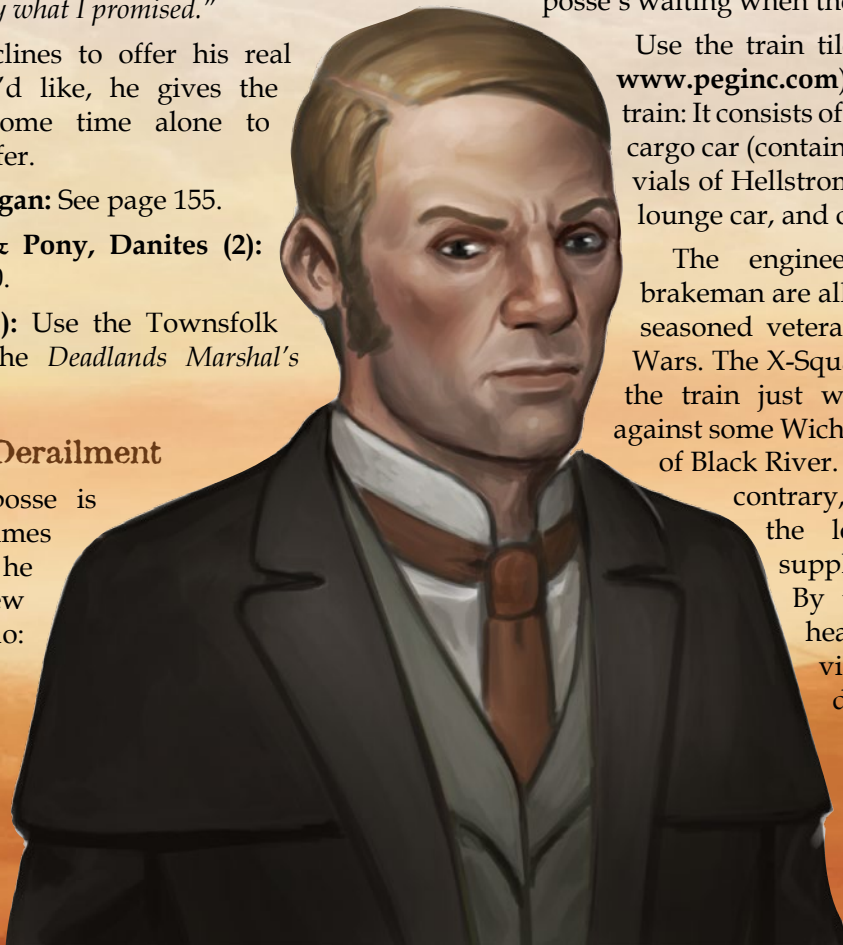
Jeb makes himself scarce, leaving the Danites Erastus and Pony to dole out cash (\$150 each, as agreed), a satchel holding eight bundled sticks of dynamite and 50 feet of fuse, and faked documents identifying the group as D-P agents.

Halloween Night

The war train's scheduled arrival in the City o' Gloom is midnight but it's running an hour or so late. The heroes may select their own ambush spot and decide how they force the train to stop. As long as they are ready by 11 p.m. or so, the posse's waiting when the war train appears.

Use the train tiles map (available at www.peginc.com) for the Wasatch train: It consists of a locomotive, tender, cargo car (containing numerous sealed vials of Hellstromme's liquefied fear), lounge car, and caboose.

The engineer, conductor, and brakeman are all trained soldiers and seasoned veterans of the Great Rail Wars. The X-Squad assigned to guard the train just won a major victory against some Wichita Witches in service of Black River. Despite orders to the contrary, they've broken open the lounge car's liquor supply to toast their win. By the time the train's headlight rumbles into view they're fairly drunk.



SIDE TRACKS: DANITES AND THE AGENCY

The following events take place after the first Plot Point and before the second episode begins.

Danites: Jeb Morgan reports back to O.P. Rockwell and in turn to Brigham Young on the posse's findings. Brother Brigham, finally at the peak of suspicion after all these years as to what Hellstromme is really up to, is deeply troubled by the war train and secret lab's implications. Young instructs the Danites to hire the posse again, this time to investigate the roundhouse lab at Mexican Hat. O.P. Rockwell tells Jeb Morgan to keep a tail on the new operatives at all times.

For the posse this means an intermittent, nagging sensation of being watched. Characters with the Danger Sense Edge are set off at random times, sensing a possible ambush when none exists. From time to time, success on a Notice roll at -4 lets a cowpoke's gaze meet that of a nondescript fellow in a black suit nearly 200 yards away, or a hat periscope jutting from behind some obstruction, or even a tethered satellite silhouetted against the dying sun.

The point here is not to start fights between your buckaroos and the Danites, but rather to make your players more paranoid than they likely already are.

The Agency: Nevada Smith knows about the posse mere hours after they subdue the Undertaker. In fact the Union superspy watches the posse via tethered satellite (see page 30) as they assault the Wasatch war train.

Rather than confront them, Smith wires word to his superiors and begins investigating who these newly arrived hombres might be working for...

If the heroes block the track with a boulder or other large object, the train derails. All its passengers must roll Vigor at -2 or suffer a level of Fatigue from Bumps and Bruises.

The conductor, Vic Booth, is a shrewd fellow who takes no guff. He rolls Notice d12 to oppose Persuasion designed to get at the precious cargo. (He doesn't know what it is, only that he was threatened on pain of death to defend it.) Even confronted with seemingly genuine Denver-Pacific documents Booth balks at showing the "rail agents" his cargo. He and his colleagues are quick to use violence to defend the cargo car if necessary. A round after any combat begins, the tipsy X-Squadders stagger to join the fray.

No one on the scene realizes that Hellstromme equipped this war train with a sophisticated dead-man's switch. If the locomotive makes any unscheduled stop for longer than a few minutes, any part of the train leaves the tracks, or the cargo car is detached, fuses leading to explosive charges in the cargo car are automatically lit. It's only a matter of time...

• Conductor, Engineer, and Brakeman:

Use the Rail Warrior profile in the *Deadlands Marshal's Handbook*, without the Faction Ability.

• **X-Squad Troopers (1 per hero):** Use the Rail Warrior (Faction: Wasatch) profile in the *Deadlands Marshal's Handbook*. Most of them have the *bolt* (electrical gun) power and Shooting d10, and one has the *lower Trait* (enervation field generator) power and Weird Science d10. All have Repair d6. They suffer a -1 to Trait rolls from their inebriated state.

Blown to Smithereens

The train's lone freight car is filled with shock-absorbing shelves, wooden racks designed to hold glass vials, and in the row upon row of glass vials a weird, silvery substance like mercury—liquefied Fear. The car's walls are reinforced with ghost steel (Toughness 16) and the door is sealed with a complex, high-quality lock (-4 to Lockpicking attempts). See page 49 for the details on liquefied Fear, should the posse somehow get inside the freight car.

The cargo area is packed with enough ghost-rock-enhanced explosives to annihilate the evidence should the shipment be misdirected by thievery or misadventure. What all that fancy language means, Marshal, is that roughly 10 minutes in-game after the train stops, the cargo hold explodes. Assume each use of Persuasion eats about two minutes.

Anyone standing within 12" of the freight car when it blows is thrown to the ground and must roll Vigor or suffer Fatigue from **Bumps and Bruises**. Anyone *inside* the car is likely blown to bits but may survive with two or three wounds if the Marshal feels merciful.

Welcome to Your Worst Nightmare

When the freight car blows sky high it instantly vaporizes its fearful cargo. Read the following:

Without warning the train's freight car erupts like a volcano, the boom deafening, smoking shrapnel and debris shot in all directions. Flames lick toward the stars as the shockwave washes over you, throwing you to the earth. It's razor cold. Colder than anything you've ever felt. And then you're somewhere else...

When the wave of Fear hits the posse, each pistoleer falls into a fugue-like state in which they briefly experience their Worst Nightmares. Roleplay scenes of no longer than five minutes per player, in which the heroes face the source of their fear and use their specialty skill to fight back. For example, a gunslinger's challenge might involve Shooting, a scout could be hunting prey with the Tracking skill, and so forth. Make sure the scene is *creepy*.

The rest of the players don't have to sit idle, either: Give them manitou stats to work with and let them roleplay each scene's demonic supporting cast. It's all in the sodbusters' minds, so only the manitous' Smarts d6, Spirit d10, Intimidation d10, and Taunt d6 are of use. That being said, a lot can be done with a Test of Will!

Heroes who succeed or otherwise overcome their fears might gain some insight or vision related to their personal goals or the Plot Point Campaign, at the Marshal's discretion. Those who fail, however, attract the fleeting attention of Pestilence...who marks them in his memory.

Aftermath

Success on a Notice roll while picking over the wreckage discovers a half-burned logbook that was thrown clear of the blast. There's not much to be learned from it besides one very important fact: The war train picked up its cargo at a Wasatch roundhouse near Mexican Hat, a flyspeck burg in southern Deseret.

The next day at the Deseret Café, Mr. Ames (aka Jeb Morgan) is pleased to see the troubleshooters return in more-or-less one piece. He pays each dude the agreed-upon \$200 in Mormon bank notes to close the deal, and asks them to keep him in mind if they're looking for more gainful employment.

2. VEX NOT THEM GHOSTS

Trigger: Jeb Morgan contacts the posse again.

A few weeks after the first episode ends, Jeb Morgan sends the caballeros another note from "Collis Ames," requesting a meeting at Edna's Eats (see page 55). Mr. Ames presents a similar deal of \$150 each up front, but this time the payout is another \$300 when the searchers return.

Mr. Ames wants to know more about the roundhouse where that Wasatch war train loaded its cargo. He expects the posse to ride hard to Mexican Hat and find out all they can, then return that information to him by the shortest available route.

Pragmatic cowpokes may want to know more about the destination before departure. Ames says the town has seen an ocean of hardships, and advises any Texas Rangers in the posse to hide their badges. Success on an Investigation roll turns up this snippet from the *Tombstone Epitaph's* 1876 "Guide to the City o' Gloom":

"...A few years ago, a weird disease started spreading up from Texas. People were withering away to skin and bones, but not before they went blood-simple and started attacking their neighbors. The Texas Rangers claimed there was no cure and ruthlessly hunted down anyone who showed symptoms. Some of the afflicted [...] spread it to the folks in Mexican Hat, a town in southeastern Utah.

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"The Rangers rode in and put the entire town to the torch. Every man, woman, and child who looked too thin for their own good caught a bullet. The Nauvoo Legion showed up when it was all over. Some of them had family among the corpses.

"Since that day, the unofficial policy among the southern patrols is to shoot any Texas Rangers on sight. Young and the Church have yet to reprimand them for doing so."

Crossin' Deseret

Traveling almost all the way to Arizona is nothing to scoff at. It's up to the players to decide how they make the journey; they could do anything from ride horses to rent auto-gyros.

Such a long journey is perfect for having the wanderers stumble upon *Savage Tales*, complex situations created using the **Adventure Generator** (page 75), or adventures of the Marshal's creation. If you do so, just split this episode over two or more sessions as the saddletramps wend their way south to the wide Colorado River and the piteous town of Mexican Hat.

We Are Legion

As travelers get closer to the Arizona border their chances of a run-in with the Nauvoo Legion increase dramatically. On each of the last three days before the heroes reach Mexican Hat, any draw from the Action Deck indicating an encounter is with a Legion patrol.

The Nauvoo Legionnaires ride out from cover and gallop the group to ground. Facing more than a score of mounted riflemen, your cowpunchers ought to settle down and allow themselves to be questioned. The Legionnaires are ruthless with anyone who picks a fight.

Their leader's a devout, squeaky-clean Mormon named Clancy Scordins. He questions strangers about their origin and destination, intended activities along the way, and anything else that piques his curiosity. His three lieutenants watch closely (roll Notice) for any signs of less-than-truthful testimony. Scordins isn't too impressed by a piece of paper naming the heroes as Denver-Pacific Rail Agents, but it's better than nothing (+1 to the heroes' Persuasion attempts).

If by some chance the investigators already know Collis Ames' real identity and association with the Danites and bring it up in conversation, all the Legionnaires go quiet and stare at each other for a long moment. Then they explode into uproarious laughter as Scordins guffaws,

"You dang fool Gentiles! There ain't no such thing as the Danites!"

If they discover a Texas Ranger in the posse they have the opposite reaction. Contrary to the *Epitaph's* claims, the Legionnaires don't shoot Rangers on sight. Instead they tie up the poor sod and take him on a (permanent) detour to the Hangin' Tree (see page 70). As long as the heroes don't raise undue suspicion (and the Rangers remembered to hide their badges), Scordins doesn't press much beyond surface concerns.

 **Lieutenant Clancy Scordins:** Use Nauvoo Legionnaire stats on page 151. He rides a horse (see *Savage Worlds*).

• **Nauvoo Legionnaires (22):** See page 151. All are mounted on riding horses.

At the Ranch

When the posse rides past the distinctive rock for which the town is named, they know they're only five miles distant. See page 69 for a full description of Mexican Hat. Read the following to your group:

Even six years after the event that wrecked its fortunes, it's clear Mexican Hat hasn't yet picked itself up and moved on. A few newer buildings huddle amid the long-burned shells of a church, saloon, newspaper office, and general store.

The most inviting of the structures is a false-front store with a sign that says "Mexican Hat Ranch." No residents are out and about except a mangy-looking dog and several chickens.

Only three people are in the saloon; the rest of the town's tiny population (total: 13) spend their days mining in the hills to the east or panning for gold in the San Juan River. A bearded, white-haired old man tends bar, a rail-thin young man plinks at a piano missing half its ivories, and a sallow-cheeked girl in a fancy dress fans herself and sulks. All are a little surprised to see customers arrive.

The bartender—who says, “They call me Ol’ Robertson around these parts”—is a railroad aficionado; his saloon’s walls are plastered with a series of maps showing the progress of the Great Rail Wars from their early days to the eventual conclusion at the Battle of Lost Angels in 1879, and the consolidation that followed.

Dirk the piano player and Polly the soiled dove aren’t much for company, but they play along in the hopes of acquiring a few of the heroes’ Deseret bank notes. Sodbusters who spend any time talking to them quickly realize that something is still very wrong in Mexican Hat: The pair’s eyes are desolate and haunted, and when asked questions about the town or the Wasatch roundhouse, they only mumble a few noncommittal words in response.

For his part, Ol’ Robertson also claims ignorance of Wasatch facilities in the region. But any cowpoke who succeeds on a Notice roll versus Ol’ Robertson’s Persuasion realizes the oldster knows something he refuses to say. No amount of arm-twisting changes his mind:

“I’ve only got your welfare in mind, folks. Anything with the name Wasatch on it is bad news and best avoided.”

 **Ol’ Robertson:** Use the Rail Warrior (Faction: Wasatch) profile in the *Deadlands Marshal’s Handbook*.

- **Dirk and Polly:** Use the Townsfolk profile in the *Deadlands Marshal’s Handbook*. Dirk has the Ailin’ (Minor) Hindrance.

Ghosts’ Town

Business picks up as the miners come down from the hills, although there are never more than eight or so patrons at the ranch. None of them know anything about a Wasatch roundhouse.

It being late in the day, the posse may want to bed down for the night and begin their investigation in the morning. Rooms are available at the ranch; in fact the entire place is vacant. After dark, though, muchachos discover that Mexican Hat isn’t just haunted by its past. The people quite literally live beside their ghosts.

- **Miners (8):** Use the Townsfolk profile in the *Deadlands Marshal’s Handbook*.

Cold Touch o’ Death

Whether the buckaroos retire to rooms upstairs for some shut-eye or stay in the bar to drink, play cards, and pay Dirk for music, they soon feel the chill of death. Mexican Hat’s ghosts have returned. But these aren’t vengeful spirits looking to slaughter the living. They’re just souls that can’t move on to their eternal reward.

Use some of the following spooky events to creep out your players and underline how tough the town’s living residents have it. Add your own events based on the characters’ Worst Nightmares, or simply scare them when they least expect it. The worst result of these ghostly encounters is a Fear check; the spirits have no desire or ability to harm the living.

- A sleeper awakens in his room to see a young girl sitting in the chair, her back to him. The room’s freezing cold. The girl doesn’t respond to questions, and vanishes when the hero looks away or blinks.
- Have one saddletramp make a Notice roll at the ranch. On a success she sees a man walk stiffly along the shadowed balcony and enter her room. On investigation, the room is empty.
- When a hero bids his companions goodnight and retires to his room, he shuts the door to find a man standing behind it. Both the specter’s eyes are shot out. He opens his mouth and shrieks, then vanishes. (Fear check)
- In any of the town’s burned ruins at night, a searcher sees a young girl playing with a tattered doll. If she’s hailed, the little girl pauses for an uncomfortably long time. Then she turns to reveal a skeletal face and wails: “Where’s my mama?!” (Fear check)
- A faint voice sobs and moans in the darkness at the bottom of the town well: “Help me...please help me...it’s so cold...”
- In the ruin of the old church, a ghostly pastor wanders among the scorched pews, weeping. He doesn’t react to



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visitors unless he's spoken to, in which case he fixes the hero with a terrible stare and asks, "Where have they all gone?" Then the ghost goes back to wringing its hands and crying.

Puttin' the Past to Bed

Mexican Hat's tiny population would dearly love to be free of their loved ones' haunts, but they haven't the foggiest idea how to proceed. They're paralyzed by sadness and the pall of Fear hanging over the region.

Let the posse decide the best way to help. A blessed may perform an *exorcism* or two on the townsfolk's corpses. Simply retrieving lost human remains from the ashes of burned buildings and giving them proper burials puts several specters to rest. The best solution—although it takes a week—is for a blessed to *sanctify* the town. On a successful Faith roll, all Mexican Hat's restless ghosts saddle up clouds and ride into the great beyond. Successfully telling locals the tale of this victory lowers the local Fear Level by 1 and garners the teller a Legend Chip.

Diggin' Up History

One ruin in town has information of use to the posse: the former office of the *Mexican Hat Observer*. Give searchers a Notice roll whenever they pick through the burned timbers; on a success the hero finds an old rolltop desk. It's been cooked pretty good, but its contents are intact and readable.

With 2d4 hours to assess the files and success on an Investigation roll, a cowpoke digs up a series of clippings from late 1876 reporting a new Wasatch roundhouse going up northeast of town, near the Valley of the Gods. The editor provides updates on the story for a few weeks, after which it isn't mentioned in the *Observer's* pages again.

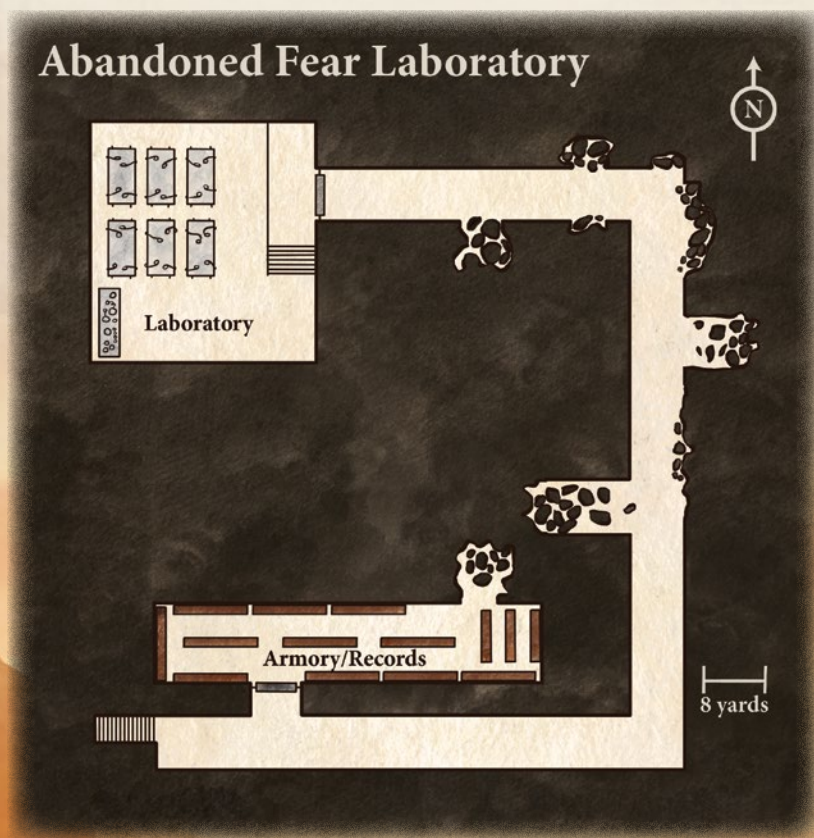
Valley o' the Gods

Run this section when the saddletramps mount up and ride for the Valley of the Gods. On horseback, it takes only five or six hours to reach the majestic location. Success on a Tracking roll, or Notice at -2, locates the crumbling Wasatch roundhouse. A Common Knowledge roll tells well-informed dudes that there aren't any major rail lines way out here, so it's unclear how the trains would have gotten in and out.

At the site, the heroes find a single set of tracks leading north from the structure. If they choose to follow, the tracks run approximately 10 miles north-northwest toward a distant butte. They end at a wall of rock, where what looks like a recent rockslide has buried them. It would take several weeks' time and the support of steam-powered diggin' machines to clear the cave-in. (This used to be an entrance to Hellstromme's subterranean "Plutonian Express," but Wasatch engineers collapsed the tunnel when the facility was abandoned about a month ago.)

The roundhouse is deserted except for a family of coyotes that built its den here. The weird emanations from below ground have turned the critters mean: They speed to attack anyone poking through the ruins.

- **Ornery Coyotes (1 per hero):** See the *Deadlands Marshal's Handbook*.



Dark as a Dungeon

Searchers who peruse the ruins and succeed on a Notice roll find a large pair of what look like wooden cellar doors, covered with dirt and dust. Pulling them open reveals a wide, stone staircase angling into the earth. The lab's halls are in Pitch Darkness (see *Savage Worlds*) and the lighting system doesn't work.

Cowpokes can only guess what function these rooms performed; every scrap of experimental equipment (and the liquefied Fear the scientists were distilling) is gone. It was all destroyed when the war train holding it exploded during episode one.

In the chamber marked **ARMORY/RECORDS** on the map, heroes find several file cabinets filled to the brim with mundane Wasatch shipping logs. Although they don't concern the site's experimental activities, they provide an accurate record of all the freight that passed through between 1876 and 1882. If anyone takes 2d6 hours to sort through the records and succeeds on an Investigation roll, she discovers Hellstromme has been secretly supplying the Union with tons of weapons, ammunition, and Infernal Devices since 1879...to what end, it is not clear.

That being said, the laboratory's ghosts don't make it easy to get much work done. And unlike the spirits of Mexican Hat, these spooks are ill-tempered! They're what remains of an X-Squad that accidentally ruptured a crate full of liquid Fear during the evacuation...and massacred each other in the panic that followed. Bring these bloodied ghosts on the scene with subtle, chilling encounters similar to those in Mexican Hat. When sodbusters grow complacent the specters swarm them in a howling, murderous mob.

Additionally, one other haunt is on the scene for the express purpose of getting a good look at the heroes and their abilities: Dexter "Dex" Crawford. The former huckster has no intention of letting a pack of meddling shootists interfere with Hellstromme's grand plans. Rather than attack, Dex Crawford's ghost stands in silent, enigmatic observation. If threatened or confronted, Dex shows the hero his most heinous form—holding his own bloody, severed head by the hair—to provoke a Fear check, then vanishes.

 **Dexter Crawford:** See page 154.

• **Spectral X-Squad (1 per hero):** Use the Ghost profile in the *Deadlands Marshal's Handbook*.

Back on the Trail

Clearly the Wasatch Railroad Co. didn't want anyone to know what they pulled out of their secret laboratory, considering they left no records and wired a trainload of it to explode rather than fall into the competitors' hands.

SIDE TRACKS: INFORMATION TRAVELS

After episode two the players in Dr. Hellstromme's evolving chess game bide their time and gather intelligence. Finally, one takes action.

Dr. Hellstromme: Perhaps most significant for the heroes (although they don't know it yet) is that the one and only Dr. Darius Hellstromme hears their names for the first time. His "captive" ghost Dex Crawford is only too willing to report on the meddlers who were recently poking around an abandoned laboratory. For now, Hellstromme discounts any effect the posse might have on his plans.

Danites: After investigators report their findings at Mexican Hat to Jeb Morgan, O.P. Rockwell and Brigham Young grow very worried indeed. What if Hellstromme is arming the Union for an invasion of Deseret? With the stakes so raised, surveillance of the posse passes to a Black Chaplain, David (see page 153). Successful Notice rolls at -4 pick out the chiseled gunslinger at various times and places.

The Agency: Meanwhile, Nevada Smith receives new orders from Washington. If the cowpokes are indeed employed by Brigham Young's Danites to gather information about Wasatch, President Arthur wants the U.S. to be similarly informed. He authorizes Nevada Smith to recruit the posse.

DEADLANDS: GOOD INTENTIONS

With the posse still in the southeastern wilds of Deseret, there are plenty of chances for them to get up to myriad adventures and Savage Tales on their way back to Salt Lake City. When they arrive, “Collis Ames” eagerly awaits any news.

3. INDUSTRIAL ESPIONAGE

Trigger: Nevada Smith seeks out the posse.

Agent Smith makes an Investigation roll of his own before contacting the posse, to learn more about them. If the Agency has files on any of the cowpokes, Smith is privy to them. If the posse tends to be secretive, apply a -2 to Smith’s Investigation check.

With success Smith knows the heroes’ names, public histories (if any), and their appearances and demeanors. On a raise, Smith finds out all but the sodbusters’ deepest secrets. If he fails he knows very little about the posse before he runs into one of them on the street.

Scout’s Honor

One day when the posse’s out in Junkyard, Nevada Smith approaches whichever hero he believes best embodies sterling ethics and sympathy to the Union. Read the following:

While you’re strolling along, somebody tugs at your elbow. “Excuse me, please. Would you mind helping an old lady cross the street?”

Refusal results in a sweet smile from a hunched old woman in a bonnet—actually Agent Nevada Smith in disguise—and a surprisingly firm grip on the cowpoke’s elbow. This old biddy won’t take “no” for an answer. An observer can roll Notice opposed by Smith’s Persuasion to see through the make-up: no easy task!

Assuming a good samaritan helps the woman avoid being run down by a draft horse or steam contraption, across the street she coos,

“Oh, aren’t you sweet. Come now, let me buy you a drink for your troubles. Or lunch if you prefer. I’ll not be refused by a young ‘un!”

 **Nevada Smith:** See page 156 .

Smith...Nevada Smith

In disguise, Smith takes the posse to a nearby saloon called the Steamer. See page 156 for a full description. Once they’re installed in a private booth the old dame orders food and drink—whatever the sodbusters want. When everyone’s sweating profusely she says,

“My, but you folks have been making names for yourselves, haven’t you? Battling scrappers in the streets. Undertaking secret missions for the railroad. All the way to Mexican Hat and back? It sounds so thrilling!”

As the players demand to hear how she knows so much, the old lady’s face starts to *melt*. As she sweats, droplets of goop run down her nose. She pulls out a few handkerchiefs and wipes it away, revealing much-younger skin—and close-shaven whiskers—beneath the make-up. Doffing her bonnet and sitting up straight, the old woman becomes a well-dressed man. He says,

“The name’s Smith. Nevada Smith. I work for the United States government. And I’m here to inform you you’re not working for the Denver-Pacific. You’re all in Brother Brigham’s pocket, working for those murderers, the Danites.”

Smith explains that “Collis Ames” is really Jeb Morgan, and that the Danites are real. In fact Morgan is their second-in-command, and his superior O.P. Rockwell reports directly to President Young.

“It seems the president has grown a little suspicious of Saint Hellstromme. As have we all. So I’ve got a proposition for you.

“Keep doing work for the Danites...as double-agents. You’ll report what you learn to me from time to time, and I’ll make sure President Arthur gets that information.

“To prove this isn’t snakeoil, I’ve got something very impressive for you: the location of one of Hellstromme’s secret labs—one that’s still operational.”

If Texas Rangers or other Confederates balk at providing intelligence to the U.S., Smith counters,

“The Twilight Protocol is in effect. Or hadn’t you heard? It’s in all our best interests if you send any information you uncover to Richmond as I send it to Washington.”

Should You Choose to Accept It

Smith says the laboratory's located beneath a walled compound out in western Deseret. On the rough map he provides, the location appears to be the middle of nowhere, about 20 miles north-northeast from Mouth o' Hell Cave. He replies,

"It only looks like nowhere. The Wasatch line provides subterranean access. There's a roundhouse, repair facility, and fully functional laboratory all about 300 feet underground. Or so my source tells me."

Although Smith allows the posse may be able to penetrate the surface compound's security, he doesn't recommend it. Instead, he explains,

"I'm sure you've read about Mouth o' Hell Cave in the Epitaph. After Hellstromme's giant smelter played out they say something evil took up residence. Hogwash. The only thing in that flooded cave is a secret back entrance to the underground line. The rails will take you where you need to go, about 30 miles away. Be careful...there will be guards when you arrive. Find the facility's lead scientist, Professor Seaborn Trimmel. We need him alive."

If buckaroos carp about payment, Smith fixes them with a disapproving look but assures them he'll pay for any expenses and make the whole operation worth their while—in cash.

Across the Salt Flats

Let the heroes decide how they get out to the vicinity of Mouth o' Hell. Speed's important on this trip, because any time the Marshal draws a face card indicating an encounter along the way, it's with a dreaded salt rattler. Hellstromme put this most important facility where few could reach it. Only when a Joker's drawn does the Marshal roll on the appropriate encounter table.

- **Salt Rattler:** See page 148.

Wasatch Compound #17

Agent Smith wasn't just whistling Dixie when he advised against seeking access via the surface. The compound has only one gate (Toughness 14) and is enclosed by 12-foot-tall stone walls and four watchtowers. There's not a speck of cover for miles around. An 80-foot-tall, ghost-steel

derrick stands at the compound's center with a Wasatch air carriage moored to its top.

The fort's unassuming name gives little indication of the sheer firepower housed within. This includes multiple X-Squads and automatons. The hangar holds three enclosed, armored steam carriages (armed with Gatling guns), two velocipedes, an auto-gyro, and a battlesuit. No one save Dr. Hellstromme is authorized to access the site, so the troopers kill any visitors they can't capture.

 **Automatons (3):** See the *Deadlands Marshal's Handbook*.

• **Clockwork Tarantulas (12):** See the *Deadlands Marshal's Handbook*.

• **X-Squad Troopers (15):** Use the Rail Warrior (Faction: Wasatch) profile in the *Deadlands Marshal's Handbook*, giving them a wide variety of experimental gizmos.

A Bridge Too Close

Even the rocky trail to Mouth o' Hell Cave is guarded, although not by anything sentient. Claiming it was to keep folks safe, in 1880 a Wasatch crew dynamited the bridge across a deep chasm on the way to the cave. They installed a newfangled extending bridge to cross the chasm, but it's left retracted to deter treasure hunters.

A ghost-rock powered mechanism extends and retracts the bridge, but the control panel is locked shut (Lockpicking -2, Toughness 15). Once it's open, success on a Repair, Weird Science, or Smarts roll at -4 allows a cowpuncher to fire up the boiler and extend the bridge, a process that takes about five minutes.

The canyon is 40 feet across and about 80 feet deep, with sheer walls and few handholds. Its bed is infested with rattlesnakes and scorpions. (A broken human skeleton lies on the rocks, still clutching a rotting leather sack with \$2,270 in gold eagles.) If the posse can't extend the bridge or find another way across, circumventing the chasm adds a day (and the accompanying card draw for encounters) to the journey.

DEADLANDS: GOOD INTENTIONS

Into the Mouth o' Hell

Smith was right and wrong about Mouth o' Hell Cave. He was correct insofar as the cave provides access to the underground Wasatch line and Hellstromme's lab. But when he said the cave had no residents, he was dead wrong.

As told in the *Tombstone Epitaph* (see page 8), Hellstromme went in on the Mouth o' Hell venture years ago with Pete Fenner and custom-built a massive ore smelter for the cave. In fact, the smelter's collapse and ensuing deluge were by Hellstromme's design. It was no coincidence full ownership of the cave—and the massive, undiscovered ghost rock deposit under it—passed to him when Pete and his crew perished in a stream of molten ghost steel.

In 1879 the Hellbore allowed Wasatch crews to link Mouth o' Hell Cave with the Plutonian Line, and to build Compound #17's subterranean roundhouse and laboratory smack dab between them. They left Mouth o' Hell flooded and filled with bodies, and spread word far and wide of the terrible *things* still lurking in the dark. But they weren't just stories, because Hellstromme left two of the foul things behind to deal with anyone who ignored the tall tales.

Inside Mouth o' Hell Cave, spelunkers must wade through about four feet of water, making the entire area Difficult Ground (see *Savage*

Worlds). Without a light source the posse suffers the penalties for Pitch Darkness.

Read this as heroes enter the main cavern:

You wade about 20 yards into the cave and it opens into a large central chamber. A gleaming metal floor is visible under a few feet of water, and there's no sound except far-off dripping. All around, deformed human-like figures of ghost steel are frozen in their death poses—killed where they stood by boiling metal.

The map below shows the location of the secret Wasatch line; it likely takes cowpokes a good deal of searching to find it. Meanwhile, the metal monsters lurk in the caves and attempt to sneak up on lone posse members and slay them. Play up the dark, echoing caves for maximum tension before the abominations strike.

• **Metal Monsters (2):** See below.

Metal Monster

These terrible abominations were plucked from an explorer's mind by the Reckoners and made real. Dr. Hellstromme himself slew three of them not long after he claimed ownership, but he left a pair to guard his rail station. Why pay guards when these worked for free?

Like the imagination that spawned them, metal monsters can melt their shiny, living ghost steel forms into nearly any shape that suits them, or hide among the cave's ghost steel "sculptures."

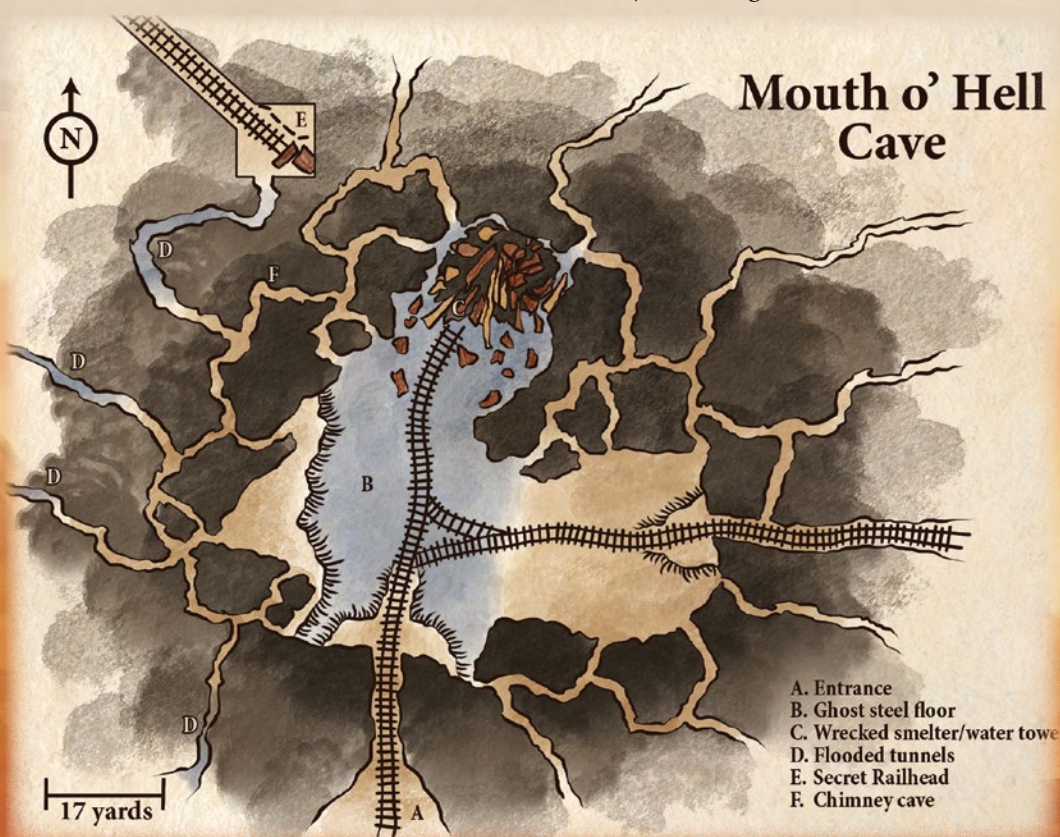
Attributes: Agility d10, Smarts d6, Spirit d4, Strength d12, Vigor d12+2

Skills: Fighting d12, Intimidation d10, Notice d8

Pace: 6; **Parry:** 8; **Toughness:** 13 (4)

Special Abilities:

- **Armor +4:** Metal monsters are made of ghost steel; this is Heavy Armor.
- **Fear (-4):** Morphing metal tends to terrify.
- **Immunity (Metal):** Metal monsters ignore damage from



metal weapons, including most bullets, and powers with metallic Trappings.

- **Metal Morph:** As an action, the creature can take the form of any metal object. The volume of the monster's body cannot change, but it can spread out to, for example, block a corridor with a ghost steel gate to trap victims while its companion moves in for the kill.
- **Spiked Hands:** Str+d8. Metal monsters form appendages with long spines to attack.
- **Weakness (Ghost Steel):** The creature takes normal damage from ghost steel weapons and ammunition, which also ignore its armor.

The Plutonian Express

After the posse deals with the metal monsters they are free to perform a more thorough search. As noted on the map, the tunnel leading to the rail station is submerged. With success on a Repair, Weird Science, Knowledge (Engineering), or similar skill check at -2, it's clear that the caves could have been drained. The submerged tunnel and rail station beyond it were intentionally built in such a way as to keep the lower caves flooded.

It takes a successful Swimming check to traverse the tunnel's length (or see **Drowning** in *Savage Worlds*). If a cowpoke is pulled through the tunnel on a rope, he only has to make a Vigor check and hold his breath.

The tiny, underground rail station hasn't been used in almost three years. It's dark, quiet, and covered with a thick layer of dust. Large ventilation shafts in the ceiling permit air exchange. A small office holds construction plans and records for the location; the last update was in Dec. 1879. There is no mention of a laboratory.

A coal-dark tunnel roughly 20 feet in diameter points north-northwest, with a dust-covered set of railroad tracks running down the center. A cherry-red steam trolley sits on the tracks; success on a Smarts roll at -4, or a Driving, Repair, or Weird Science roll gets the engine running.

Dreams in Darkness

When the trolley gets up to speed, the trip to the subterranean roundhouse only takes two hours. But on the way the tunnel passes very close to the

shadowy Hunting Grounds, exposing passengers to weird emanations and strange events.

As a result, the trip seems to take much longer. This has no game effect on the travelers, but allows you to put them on edge, Marshal. Describe the eerie sensation of rattling through a pitch-dark tunnel as like being deep underwater, only able to see several yards ahead and behind. The trolley's passengers feel intermittent cold snaps, see eerie faces reflected in the train's windows, and experience "mirrored" recent events.

For example, as the players roleplay you might jot down a few choice phrases they utter. Minutes later, the heroes hear voices outside the train windows, on the roof, under the flooring, and so forth. Sometimes the muttering seems to emanate from just over a cowpoke's shoulder when no one's there. Success on a Notice roll at -4 allows one to perceive the words...and hear the posse's own voices from moments before.

Roundhouse Troubles

The pistoleers need to stop the trolley at least a half-mile from the roundhouse, or its personnel are ready and waiting when they arrive. No one's authorized to use the south tunnel, a.k.a. the "backdoor," so arrivals are scrutinized closely. Intruders are taken captive and eventually shipped back to Wasatch HQ in the City o' Gloom. Those who don't go quietly end up dead.

Two repair bays are occupied by Wasatch locomotives, one of them an armored war train. The automaton typically remains dormant and effectively "unconscious" unless the guards summon it or a loud noise wakes it.

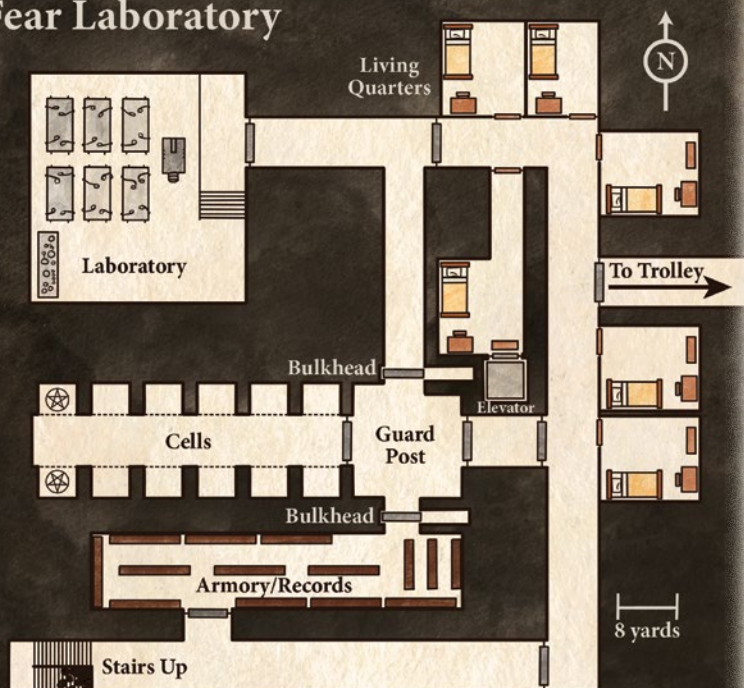
If the trolley stops a half-mile or farther distant the sentries are considered inactive. With success on a Steath roll or two, clever hombres can slip through the roundhouse unnoticed.

 **Automaton (1):** See the *Deadlands Marshal's Handbook*.

- **Wasatch Engineers (6):** Use the Rail Warrior profile in the *Deadlands Marshal's Handbook*, with Repair d10 and no Faction Ability.
- **X-Squad Sentries (1 per hero):** Use the Rail Warrior (Faction: Wasatch) profile in the *Deadlands Marshal's Handbook*. Half wield Gatling shotguns, the other half flamethrowers.

DEADLANDS: GOOD INTENTIONS

Fear Laboratory



Laboratory o' Terror

In contrast to the surface fort (Wasatch Compound #17 lies directly above the lab) and the roundhouse, the Fear laboratory is mostly unguarded. A team of six scientists conducts experiments and manages the inmate population with the help of two rail warriors.

That's right, Marshal—inmates. The Fear labs are where Hellstromme sends troublemakers, Wasatch rivals, convicted criminals, the insane, and anyone else he takes a strong disliking to. These poor devils are the human guinea pigs from which his employees crystallize droplets of pure fright.

 **Prof. Seaborn Trimmel:** Use the Scientist profile on page 151.

- **Scientists (5):** See page 151.

Pokin' Around

Consult the map as your muchachos poke around the facility. The lab has a bright, oppressive, and sterile feel like a prison hospital. Areas of specific interest are described here:

Armory/Records: A narrow chamber crowded with floor-to-ceiling shelves. Weapons, ammo,

Infernal Devices, and various scientific and Wasatch business records are stored here.

Bulkheads: These thick ghost-steel doors are nigh impenetrable when closed (Toughness 16) and difficult to crack (Lockpicking -2). Sliding bulkheads are more secure (Lockpicking -4). There are two keys; Prof. Trimmel has one and a guard has the other. Bulkheads have a small, bulletproof glass window in the center.

Cells: Twelve barred cages line this stone hall, six of them occupied. Use profiles from the *Deadlands Marshal's Handbook* for prisoners, including Townsfolk, Rail Warriors, and other NPCs the Marshal wants to introduce. The two westernmost cells are specially made to nullify the powers of arcane casters held inside them.

Elevator: A steam-powered lift is concealed behind a swinging wardrobe in Prof. Trimmel's room. It requires a Smarts roll to operate, and accesses the the air derrick's platform high above.

Guard Post: Two X-Squadders are posted here to keep an eye on the prisoners. Use the Rail Warrior (Faction: Wasatch) profile the *Deadlands Marshal's Handbook*. Each is armed with a Gatling shotgun (Range 12/24/48, Damage 1-3d6, RoF 2) and Bowie knife (Str+d4+1, AP 1).

Laboratory: Six prisoners are strapped to metal gurneys here, writhing in fear, their shrieks muffled by eyeless, black rubber masks. Tubes extend from the masks to a large, cylindrical metal device that hums evilly in one corner. A complex, lensed machine like a *camera obscura* projects ghostly, terrifying images that become real in the subjects' minds. The humming device distills their pure Fear into test tubes on racks lining a large table. Trimmel and three scientists oversee the experiment. Go to **I Was Afraid o' That!**, below, when heroes find the lab.

Living Quarters: Trimmel and his underlings live in these simple accommodations. Each has a bed, writing desk, and wardrobe.

I Was Afraid o' That!

The cylindrical gizmo in the lab is a Fear Distiller designed by Dr. Hellstromme himself, one of the few left in existence. Since it works within resonant Fear levels, it must be precisely calibrated to account for the emotions of everyone

in the general vicinity besides the actual subjects (whose pure terror it drains and deliquesces).

In early experiments, failure to calibrate the fear distiller perfectly resulted in...*unfortunate* side effects. Much like the ones the buckaroos are about to cause!

When intruding cowpokes peek into the laboratory and see the experiment in progress, call for a Fear check. Then read this out loud:

Your skin crawls as a weird, rising howl without a visible source rings in the stone halls. The confused scientists look around and one of them sees you. He points. The others panic.

The howling rises, shaking the floor. Suddenly the tall, cylindrical gizmo in the corner smokes, flashes, and bursts into ribbons like a popped corn kernel with a scream of tearing metal.

The stone wall seems to thrust itself out of the smoking wreckage, but it's a thing composed of pure fright: living earth and stone, hauling itself to its feet with fire in its gaze.

The heroes' presence has thrown local emotional levels out of whack. Instead of distilling the fright, the machine malfunctioned and coalesced the Fear into an earth terrormental. The thing seeks to kill everyone, then caves in the complex before diffusing into the Hunting Grounds.

Earth Terrormental

This beast is a lumbering, bipedal form made of worm-filled earth and broken stones.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+3, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 14 (4)

Special Abilities:

- **Armor +4:** Rocky hide.
- **Bash:** Str+d6.
- **Burrow:** Pace 10". Earth terrormentals can meld into and out of the ground.
- **Coup (Tombstone Skin):** A deader gains a Vigor die type, and a -1 penalty on all rolls to resist earth-based effects and attacks.

- **Elemental:** No additional damage from Called Shots. Immune to Fear and Intimidation. Does not suffer wound modifiers. Immune to disease and poison.
- **Fear (-2):** Seeing a terrormental provokes a Fear check at -2.
- **Invulnerability:** Can only be harmed by its Weakness. It can be Shaken by other attacks but never wounded.
- **Size +3:** A mound of rock and dirt about 10 feet tall.
- **Weakness (Earthbound):** An earth terrormental is Invulnerable as long as it is in contact with natural earth. If the posse can lure it onto a man-made floor, it becomes vulnerable to normal attacks. An inventive posse might even find a way to suspend one using powers or just finessing a few lassos. Also, any hero that engages one with a Fighting attack while under the effects of the *burrow* power can deal normal damage to it.



SIDE TRACKS: PLOTS THICKEN

While the heroes bide their time (and find a few Savage Tales) after episode three, so do most of the major players. But one event takes place in the public eye...in fact, it's designed to provoke a reaction.

In the News: All major news outlets report the story when the Wasatch Board of Directors makes an offer to buy out the Denver-Pacific Railroad. Hellstromme's \$1,000,000 offer is considered insultingly low; Smith & Robards reject it. Hellstromme tells reporters, "They may rue the day they turned their backs on my generous offer."

Hellstromme: With attention drawn to his business pursuits, Hellstromme privately advises U.S. President Arthur of the rising British threat posed by occupied Detroit.

The doctor is furious that another laboratory has been raided, this time resulting in the loss of valuable fuel. He sets his top man, Hanuman, on the perpetrators' trail.

Danites: Thanks to David's watchful eye, the Danites know the posse met with Agent Smith, and that the cowpokes returned to town with a prisoner in tow. Young elects to keep this information from Hellstromme.

The Agency: Nevada Smith recruits local legend Capt. Sydney Mallory and her gang, advising them to help young Stacey O'Malley form her Junkyard labor union. Capt. Mallory's involvement draws major attention from newspapers and Hanuman alike—providing cover for the posse!

Take to the Skies

While the terrormental tears the laboratory to pieces—that includes the panicked scientists and strapped-down subjects unless the cowpokes lend a hand—Prof. Trimmel makes a beeline for the door. He runs to his room, takes two rounds to gather his belongings (including his journal, a crucial piece of evidence), then rides the hidden steam lift to the air carriage platform far above.

Once Trimmel is on the platform, he orders the pilot and crew on duty to shove off at once. This process takes roughly 10 combat rounds (one minute). If the dirigible escapes, it flies to the City o' Gloom and moors at Hellstromme Industries.

Of course that assumes one or more heroic pursuers aren't breathing down the professor's neck. If it becomes important, assume the steam lift takes five rounds to make the trip from top to bottom or bottom to top. Depending on how things go, the posse's best option for escape might be hijacking the air carriage—with Trimmel in it!

🌀 **Prof. Seaborn Trimmel:** Use the Scientist profile on page 151.

• **Air Crew (10):** Use the Rail Warrior profile in the *Deadlands Marshal's Handbook*, but the captain and first officer have Piloting d10.

Into the Sunset

With Trimmel and his journal in hand, the hired guns ride (or fly) into the sunset. If anyone asks Prof. Trimmel what the Hell was going on back in the laboratory, he sighs theatrically,

"We were evoking extremely high levels of terror in our subjects, which the distiller deliquesced—er, that is...liquefied—into pure, condensed Fear. Until you showed up and threw off our calculations. Thank you for that, by the way. Good show."

If he's asked what the liquid Fear is for, Trimmel hesitates to reply. Success on Persuasion or a Test of Will forces the scholar to spill the beans:

"I can't say for sure. I'm not involved with the project. All I know is Dr. Hellstromme plans to use the liquefied Fear as fuel for...something. Some miraculous new device whose purpose lesser minds can only guess."

Bide Your Time

In the City o' Gloom, Smith takes custody of Prof. Trimmel and pays the buckaroos \$600 each in Mormon notes. He can provide Union or Confederate scrip on request.

Smith advises the heroes to bide their time and keep playing nice with Jeb Morgan. Even though the Danites are bad folks it'd be helpful to know what they're really after. The Agent promises to be in touch.

4. CRACKIN' SKULLS

Trigger: Jeb Morgan hires the posse again.

The chess game's well underway, Marshal. The heroes are double-agents and know their mysterious employers are the enigmatic Danites. Jeb Morgan and the Danites know the cowpokes are working with Agent Smith. And everyone has one question on their minds: Just what the Hell is Darius Hellstromme up to?

As your pistoleros enter the high-stakes world of skullchucker seeking a former Hellstromme employee, they discover they're not the only ones on the trail. Hellstromme has his own agent seeking the turncoat, and it ain't too nice!

Come All Ye Sportsmen

It's been at least a few weeks since the posse's return to the City o' Gloom when they meet Jeb Morgan again. This time the Danites' second-in-command drops the pleasantries. An enclosed black steam carriage pulls up next to the heroes as they're out and about. Morgan peeks out the window and beckons the cowpokes in.

Once the carriage is rumbling down an avenue Morgan begins his spiel. He says,

"It's been a while since we talked. I was starting to get worried. I know you've been busy. That's fine. We all got jobs to do."

"Word around town is there's a construction project going on. Bigger than anything Hellstromme's done before, and begun without filing for a single permit. The fact that he's keeping it so secret makes a lot of people worried, given what he's been up to in his laboratories."

"No one knows what Hellstromme's building, or where. We need you to find it."

Morgan's willing to pay each hero \$400 to do the job, and goes as high as \$500 each with success on a Persuasion roll. As for how the group goes about finding the information, Jeb has a few suggestions:

"We have one lead for you. A former employee of the project may be playing in the skullchucker league. The rumors are sketchy, but let's just say this person left the work site without their

SKULLCHUCKER TOURNAYS

You'll find the rules of play for skullchucker on page 51. Here we get into details about the league and its annual tournament.

Hail to the King: Bill King is founder and owner of the Salt Lake City Skullchucker League—or the "SSL" as most people call it—the bloodsport that's flourished while others like pit and swing have diminished in popularity.

The Tourney: Here's how the annual King's Tourney works: Each team pays a \$1,000 entry fee to Mr. King, but that's just to get into the Challenger's Circle. All the challengers play a game each week for a month. After that, the five teams with the best records get to enter the new season.

These five teams join the reigning champs to form a six-team league. Following a two-week rest, two teams play every Saturday afternoon at 6 p.m. for 15 weeks, allowing every team to play every other team three times.

After a bye week, the two teams with the best records face each other in a championship match. The winners take home the title and \$5,000. The losers likely need medical care.

Makin' Money: Skullchucker players get no salaries, so they have to make the game profitable by other means. There's no rule against players betting on their own games so that's the primary method. Attempts to throw a match for one's own gain are usually found out and punished harshly. Which is to say lethally.

A few of the most famous and appealing players have scored endorsement deals with major manufacturers in the City o' Gloom. It's not common by any means, but then again it'd seem strange *not* to see Torvald Sigmundsson on the back cover of the *Smith & Robards Catalog* these days.

The 1882 Season: The champion Factory #12 Falcons are joined by the Morgan Maulers, Junkyard Dawgs, Plant #9 Spiders, Provo Pugilists, and Ogden Outlaws.

DEADLANDS: GOOD INTENTIONS

supervisor's permission. We don't know who it is or why they left, but we'd sure like to.

"The Junkyard Dawgs made it to the championship but they're in desperate need of back-ups. Join the team, get close to the other players, and try to find out who used to work on Hellstromme's project.

"You've seen the inside of his labs, so you know what's at stake here. We need your help."

Jeb answers sodbusters' questions about skullchucker if they're not familiar with the ins and outs. Most Mormons consider it sinful, like the other bloodsports, and ignore it as best they can. See the Setting Rule on page 51 and the **Skullchucker Tourneys** sidebar on page 99.

Morgan advises the cowpokes to visit Ms. Amanda June Cree, the Junkyard Dawgs' owner, at her shop and offer their services as skullchucker players. When negotiations are done, Jeb drops the heroes off wherever they like.

 **Jeb Morgan:** See page 155.

- **Danites (6):** See page 150.

A NOTE ON THE MILD-MANNERED & PACIFISTIC

For some posses, the prospect of actually playing on a skullchucker squad is going to be a real stretch, not to mention in the championship game. If a few, one, or even no cowpokes step into the arena, the others can help out in other ways.

Maybe the quick-witted heroes recruit a new team for Ms. Cree, and use their involvement as a pretense to talk with some players. If a hero has access to *greater healing*, it may be possible to restore some or all of the Junkyard Dawgs to health.

Another option is to ignore Jeb Morgan's advice altogether and simply visit the arena, place bets on the championship game, and get involved with the league in other ways. A Rich character might buy her own team. The adventure proceeds in much the same fashion without players being in the game.

Cree's Miracle Emporium

Cree's Miracle Emporium is located on Pipe St. in Junkyard, across the street and down an alley from Lenore's House of Fine Arts. The shop's interior is far less miraculous than the name promises (see page 60).

Amanda Cree's lived in Junkyard a long time, and she's tough as nails. The city's grime has settled into her many wrinkles, giving her a pale, almost corpse-like presence. She chews tobacco constantly while working on gizmos or refining shaped cores, and today even more than usual due to a serious case of nerves.

Her skullchucker team, the Junkyard Dawgs, is scheduled to play in the championship in four days. The problem is most of her team is laid up with one injury or another. Even if they manage to field a team, their opponents are the surging Factory #12 Falcons.

The Falcons' dominance began three seasons ago. They traded two rookies to the Morgan Maulers to acquire a seemingly over-the-hill skullcracker named Torvald Sigmundsson. Being traded only motivated the Swede; since then he has been phenomenal. (Neither rookie panned out for the Maulers.) By pairing the Swede with ace-high captain Jawbone Cain, Pink Wiley took his team from pretenders to perennial contenders.

Forfeit is looking likely when suddenly the cowpokes mosey into Cree's life. She's curt and sarcastic with the heroes until they offer to play skullchucker. She perks up, spits in a can, and narrows her eyes. Cree says,

"Lemme get this straight. You're offering to up and join the Junkyard Dawgs as substitutes for one game? That don't smell quite right to me. Unless you're expecting a cut of the prize. Is this a joke? Did Pink Wiley put you up to this?"

A smooth-talking buckaroo needs success on a Persuasion roll to convince Amanda Cree of the posse's intentions. In the end it's not that hard to talk her into it; she even offers the posse half of the \$5,000 prize if they win. Without their help, after all, she'll be forced to forfeit the match and all the money to their opponents, the fearsome Factory #12 Falcons, and their owner Pink Wiley.

 **Amanda June Cree:** Use the Mad Scientist profile in the *Deadlands Marshal's Handbook*, adding Habit (Major, Tobacco). She knows the *boost/lower Trait* and *teleport* powers.

Practice Makes Perfect

Ms. Cree spits in her palm and insists each hero do the same before she shakes on the deal. Once it's sealed she barks,

"OK team—the championship game's on Saturday. We're up against the Factory #12 Falcons, last year's champs and this year's favorites by a mile. So we've got a lot of work to do. I suggest you get your asses down to the arena and face off against a practice squad or two. No shortage o' bruisers lookin' to throw a few skulls down there."

Two of the Junkyard Dawgs, Tillie O'Grady and Kid Cross, are still active and ready to play in the championship game. If more than three heroes are set to join the team, assume Tillie, Kid, or both of them are out of commission too. If fewer than three heroes are prepared to enter the arena, use the Skullcracker profile (page 151) to add players as needed.

Ms. Cree provides the posse with as many suits of rattler armor (Armor +2 against blunt weapons) as they need. New skullcrackers need to provide their own weapons—blunt items only. Clubs and poles are preferred.

- **Tillie O' Grady & Kid Cross:** Use the Skullchucker profile on page 151.

Weird Gladiators

Skullcrackers and scrappers hang around the Arena night and day, looking for their chance to join a team. It's not much trouble to gather an ad hoc squad to scrimmage against; success on a Streetwise roll rounds up five willing opponents. Telling regulars they've joined the Junkyard Dawgs nets cowpokes a +2 on the roll.

Play through one game using the rules on page 51, so your players can see how skullchucker works and plan a few strategies. The experience comes in handy when the posse faces the Falcons.

- **Skullchuckers (5):** One of these players, the captain, is a Wild Card. See page 151.

Askin' the Right Questions

Sodbusters can also take this opportunity to ask around about former Hellstromme employees in the league. This line of questioning is more risky than just drumming up a practice squad. Skullcrackers tend to be prickly, and some get violent if they feel their privacy's ill-used.

Success on a Streetwise roll at -2 allows a hero to find out the most likely people to ask: players on teams that are Hellstromme-sponsored. Right now, those are the Ogden Outlaws and the Plant #9 Spiders. With a raise the questioner also finds out where those teams' players tend to congregate (otherwise they can also ask Amanda June Cree or another source).

Ogden Outlaws: Although these bruisers are typically found in their hometown, the team's in Junkyard to see the championship game in a few days. They're staying at the Salt Lake City Hotel (see page 56) until then. See the following page for what transpires when the heroes find them.

Plant #9 Spiders: It's unlikely the searchers go looking for the Spiders given their involvement in the Undertaker's demise, but if so they're most likely to find the notorious team at the Ledge Saloon (see page 61). Regardless, one day after the heroes asks questions at the arena the Spiders come looking for *them*; see below.

If the Streetwise roll fails, rumors spread among arena regulars that the cowpokes are sticking their noses where they don't belong, and probably work for some authority unfriendly to them and the league. Any further attempts to round up a scrimmage squad suffer a -4 penalty. On snake eyes, a full-fledged brawl breaks out and the posse's ejected from the arena.

Askin' After Outlaws

At the Salt Lake City Grand, the Ogden Outlaws can be found in the lounge drinking whiskey and pledging next season will be different. Success on a Persuasion or Streetwise roll ingratiates a saddletramp to the team; the roll gets a +2 bonus if it includes buying a round of drinks.

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The team captain is Benedict Orr, a muscled, lean, and pragmatic fighter. After he escaped bondage in the South, he fled Out West and made a new life in Deseret. If he's fraternizing with the group, when they ask about former Hellstromme employees in the league he says,

"I can't say I know for sure, but I heard about an accident on some Hellstromme site. A few folks got blown up. Big secret, hush-hush."

"Now that you mention it...the Falcons picked up a new player not long after that. Can't recall her name but they say she's a whiz with gizmos and devices and such. Could be she's who you're looking for. I guess you'll see her in the championship!"

 **Benedict Orr:** Use the Skullchucker profile on page 151.

- **Skullchuckers (4):** See page 151.

So Here Are the Spiders

Run this scene if the posse goes looking for the Plant #9 Spiders. Otherwise, the Spiders track down the sodbusters a day after they "go pryin' into other folks' business" at the arena.

The Plant #9 Spiders were heavily favored in the tourney before the Undertaker went insane and killed the team's prior owner, John Mason Brophy. The Spiders feel confident they could have worked around the Undertaker's little setback, if only the shootists hadn't killed him.

They're not in an amiable mood. Two look mean, two are bruisers, and the captain's a wild-eyed, scar-laced bald man with two mechanical arms: Steam Iron Jack. He sneers,

"About time we met face to face, amigos. First you go and kill poor ol' Nep Riggs just when he's workin' out some deep-seated personal issues. That weren't too neighborly."

"But if that weren't bad enough, you go and join the tourney and spring right into the championship game. A spot you didn't earn and aren't entitled to, I ain't ashamed to say."

"You got sand, I'll give you that much. But now, amigos, you're gonna have to back it up."

Deal out Action Cards, Marshal. The Spiders' only goal is to crack open the cowpoke's skulls since they won't get a chance to do it in the arena.

Although it might not occur to buckaroos in the heat of the moment, injuries are something to avoid. A wound could mean the difference between winning or losing the championship!

If some or all of the Plant #9 Spiders live to fight another day, they can become rivals or just an ongoing annoyance for the posse, always showing up at the worst possible time.

 **Steam Iron Jack:** See below.

- **Skullchuckers (4):** See page 151.

Steam Iron Jack

Once his name was Jack Arbor, but he lost both arms and some hearing in a factory explosion. After Nurse Ratchet got done with him, he was ready for Hellstromme Industries and the skullchucker arena. Jack's known for his killer right hook; his right limb is painted black with "The Convincer" scrawled on it in red.

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

Skills: Fighting d10, Guts d6. Intimidation d8, Notice d6

Cha: -4; **Drain:** 8; **Grit:** 5; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Hindrances: Hard of Hearing (Minor), Mean

Edges: Ambidextrous, Bruiser, Combat Reflexes, Improved Sweep, Improved Trademark Weapon (The Convincer), No Mercy, Scrapper, Two-Fisted

Special Abilities:

- **Augmentations:** Clockwork Hand ×2, Hidden Compartment ×2 (Arms), Mechanical Arm ×2 (+1 Str die; d12+2, Right arm: Fighting +2, +d8 bonus damage).

Falconer Seeking Falcons

The Falcons' owner Pink Wiley has his team in seclusion until the championship game, fearing some mishap or injury might befall them if left to their own devices. This makes them nearly impossible to find before they show up at the arena on Saturday.

Unless investigators have some extraordinary means of finding them (and you decide it works, Marshal), trying to root out the Factory #12



Falcons before the championship game ends in disappointment.

Widenin' Gyres

On Saturday the team needs to gather at the arena by 2 p.m. The match begins promptly at 6 p.m. There's no contact between the opposing teams' dressing rooms before the game starts, unless the sodbusters figure out a way to sneak in. Being *discovered* in the opposing team's room means the offenders forfeit the match. Ms. Cree ain't too happy about that.

That said, players are allowed about an hour to mingle with the crowd and place wagers. The Falcons are favored three-to-one over the underdog team from Junkyard. Traditionally this betting takes place between 3 and 4 o'clock; bets can be placed at other times but doing so is considered a minor breach of decorum.

If the pistoleros try to smoke out their quarry during the betting hour they need to be perceptive, using Notice or Streetwise at -2 to get a sense of who the Falcons players are (see below). If they single out and approach Edwina Twill at this time, Hellstromme's agent on the scene (see below) also keys in on the traitor and initiates its mechanized attack.

Mere Anarchy

Read the following at game time:

You don rattler-skin body armor and ready your weapons. Amanda June Cree mutters, "Give 'em pure Hell," and fires tobacco juice into the spittoon. You trot through the tunnel into the arena's blinding spotlights. The crowd roars. It's time to chuck some skull!

As the cowpokes take up their positions in the arena, the Factory #12 Falcons emerge from the opposite end. If they thought the cheers for them were loud, the cheering for the Falcons surpasses belief. Deal out the Action Cards as referee Jim Hodges fires his Peacemaker in the air to start the match. This one's for all the marbles!

🌀 **Torvald Sigmundsson:** Use Skullchucker profile on page 151, but add the Brawny, Level Headed, and Nerves of Steel Edges, Vigor d12, and Toughness 9.

🌀 **Ji Han:** Use Skullchucker profile on page 151 but add the First Strike Edge.

🌀 **Jawbone Cain (Captain):** Use Skullchucker profile on page 151, but add the Attractive, Improved Dodge, and Marksman Edges.

🌀 **Claire Butcher:** Use Skullchucker profile on page 151, but add the Acrobat, Improved Extraction, and Quick Edges, and Agility d12.

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🕒 **Edwina Twill:** Use Skullchucker profile on page 151, but add the Fleet-Footed, Marksman, and McGyver Edges, Smarts d8, Repair d8, and Notice d10.

Blood-Dimmed Tide

As we've mentioned a few times, Hellstromme dispatched an agent of his own to track down and eliminate Edwina Twill, the sole remaining loose end from the Hell Gate project. So far the agent, a prototype automaton known as a "mannikin," has been unable to zero in on the prey.

Before the championship game, however, Hanuman and Hellstromme learn that the selfsame adventurers who raided the Fear lab are now playing skullchucker. Hellstromme instructs the mannikin to watch the interlopers carefully and use them to identify the turncoat.

This means as soon as the cowpokes make some contact or overture toward Edwina Twill (whether during or after the game), the mannikin moves in for the kill. It fires its plague darts as soon as it's in range and has a clear shot. (Of

course, if the posse tries to speak with Claire the mannikin grows confused and targets her!)

Speaking with Edwina, a successful Persuasion roll or Test of Will makes her admit she worked on Hellstromme's project. She says,

"We were prisoners at the Hellstromme Industries factory...slaves in all but name. Every morning they put blindfolds on us. A steam elevator took us straight down to the work site. Way down. There were diggin' machines, a dozen automatons, armed X-squads. None of us even knew what we were building. But he'd dug a cavern as big as a cathedral to house it, and it was the most complex work I've ever done."

"So. A few weeks ago I'd finally had my fill, so I rigged an automaton's boiler to overheat. Killed half-a-dozen X-squadders outright when it blew. Punched a hole in the wall. We vamoosed...but they killed all the others, shot them down."

At that moment Hellstromme's automaton assassin bursts in upon the heroes' location. It aims its most lethal attacks at Edwina, and only assaults the shootists after she's Incapacitated.

🕒 **Mannikin:** See Automaton, Prototype on page 142.

It Ain't Over 'Til It's Over

It's not important to the adventure's outcome whether the dudes win or lose the match, but if they win they receive their \$2,500 share of the prize money as agreed. Even if the heroes lose, they might make a little money if they were wise enough to bet against themselves!

Both Jeb Morgan and Nevada Smith are troubled by the posse's news. Smith strongly advises the buckaroos to leave town for a while in case Hellstromme's people are gunning for them.

SIDE TRACKS: WANTED MEN

Nevada Smith is right: After the events at the skullchucker arena, Dr. Hellstromme is out to cook the posse's goose. He instructs Hanuman to send another mannikin, a veteran X-Squad, whatever it takes to at least keep the caballeros out of his business. Optimally he'd like them dead.

This means that during the intervening *Savage Tales*, whenever the Marshal deals a black Joker to an NPC some Wasatch agent or Hellstromme Industries lackey catches up with the posse at an inopportune time. (Jokers dealt to the players don't count.)

The danger's multiplied in the City o' Gloom. If the Marshal deals anyone a Joker of either color, someone connected to Wasatch or Hellstromme Industries catches sight or takes notice of the posse and reports its whereabouts.

5. TERRORS O' DETROIT

Trigger: Nevada Smith tracks down the posse.

After months of stockpiling men and materiel along the Ohio border near Toledo, the Union marches on Detroit with the aim of dislodging its British occupiers once and for all. The U.S. force is bolstered with Wasatch troops and Hellstromme armor, ensuring bloodshed on a tragic scale. Officially speaking the Battle of Detroit takes place in late January 1883, but you can shift the exact date as best suits your campaign, Marshal.

The Story So Far

Where Hellstromme's involved there's always more to the story than what the newspapers report. In this case, the United States' invasion of Detroit is meant to drive out the Brits, but also perfectly calibrated to justify extensive Wasatch troop movements and Hellstromme Industries activity in and around Salt Lake City.

These preparations in the City o' Gloom are mostly related to Hellstromme's new Wasatch line, which is scheduled to burst from underground by late February. Hellstromme knows the other Rail Barons would dispatch numerous saboteurs to prevent this outcome, so he obfuscates it behind the Detroit invasion.

And Hellstromme sees another opportunity in Detroit: An old acquaintance from the Royal Engineers, Dr. Lucian Vholes, is stationed there to service ghost-rock-powered war machines. But Vholes is also working on private experiments involving earth from the Roman Forum—the last component for Hellstromme's Hell Gate!

Nations at War

Unless the saddletramps spend all their time far from civilization, they hear word of the Union's invasion of Detroit no more than three days after the first shots are fired: Newspapers are near apoplectic. See the *Tombstone Epitaph's* report below. A few days later, Union superspy Nevada Smith returns to report on the results of his conversations with Prof. Seaborn Trimmel.

The Setup

When the heroes are out and about they come across a packed saloon or hastily erected stage and tent—standing room only. A sign by the door promises myriad entertainments including **THESPIAN EXTRAORDINAIRE — SIR HAROLD QUINLAN!**

On the stage a tall, lithe man in a white blouse with roomy sleeves recites verse. Dark ringlets of hair dangle about his shoulders. He intones,

"O wild West Wind, thou breath of Autumn's being. Thou, from whose unseen presence the

THE TOMBSTONE EPITAPH

Volume 8

Salt Lake City, Deseret - Sunday, January 21, 1883

No. 4

U.S. INVADES DETROIT

FRENCHTOWN, MICH.—At dawn Friday, Jan. 19, more than 15,000 United States Army regulars marched north from a rally point at Frenchtown, Michigan. They aimed to engage the British Royal Expeditionary Force that has occupied Detroit for more than six years, since Nov. 5, 1876. The U.S. ranks are bolstered by 5,000 Wasatch rail warriors, a dozen "X-Squads," and a rolling armada of ghost-rock enhanced weaponry. Members of Gen. John C. Maniha's staff are optimistic the enemy will be ousted in a week or less, despite

the army's failure to do so during the Battle of Detroit in 1878.

In Friday afternoon's bitter cold the first shots were fired: A fusillade of screaming "ghost rockets." Blossoming flame lit the sky. Wasatch steam tanks breached the British earthworks by nightfall, but hostilities ceased and all has remained quiet since.

As of midnight British troops mounted no counterattack, although Union officers warn their charges to be vigilant. U.S. officers chose to ignore

an odd occurrence in which privates Dellany, Ballew, and Knox went missing after a scream was heard near their sentry post. None has reappeared.

Gen. Maniha expressed hopes for a speedy victory and reiterated President Chester A. Arthur's statements of last week; the president swore to accept nothing short of England's utter and immediate capitulation of Detroit. England, for her part, has vowed to defend Detroit against incursion.

continued on page 2

DEADLANDS: GOOD INTENTIONS

leaves dead are driven, like ghosts from an enchanter fleeing. Yellow, and black, and pale, and hectic red...pestilence-stricken multitudes."

The crowd bursts into applause, a few scalawags firing revolvers in the air, as the actor Sir Harold Quinlan bows and smiles. Success on a Common Knowledge roll at -2 identifies the verse as Percy Shelley's "Ode to the West Wind."

After the actor receives a standing ovation a troupe of tumblers takes the stage, the bar opens for business, and the whole room sets in to drinking. Despite the fighting Back East, Sir Quinlan's national origin doesn't seem to stand between him and the common American people. They buy round after round and he avows a sincere hope those Yanks lick the tar out of his countrymen in Detroit.

Marching Orders

Soon Harold Quinlan homes in on the buckaroos as a gang of eccentrics (his kind of people), and buys them all a drink or refreshment of their choice. Quinlan attempts to regale cowpokes with Crimean War tales of heroism. Just as his act grows cold, the actor leans in and pulls aside his false nose—it's Nevada Smith! He resumes his act:

"Good show, friends! If you'll accompany me to the livery just next door, I shall educate you concerning several aspects of equine purchase and care. Horse trading, my friends, is an art."

At the livery stable, Sir Harold Quinlan locks the door and turns up the wick on a lantern. He pulls off his wig and with his tongue extracts false dentures. Abruptly, superspy Nevada Smith's face emerges from beneath the charade. He says,

"Glad to see you among the living. Heard Hellstromme's people have been giving you grief. Well, now's your chance for a little payback."

"Unless you've spent the past week camped at the bottom of a well, you know the Union just declared war on England, starting with Detroit. That's thanks to Hellstromme's influence in Washington. Don't delude yourselves into thinking there would have been an invasion without it being useful to the good doctor. When I questioned Trimmel he confirmed it."

"Hellstromme's true objective is one Dr. Vholes, an old engineering buddy from India whose experiments revolve around 'infernal transactions'—devil summoning to you and me. And he has something Hellstromme apparently wants badly enough to spark a war over."

"Agency files back up most of his story. Lucian Vholes was a colleague of Hellstromme's in the Royal Engineers. In 1867, he was arrested in Rome on suspicion of stealing holy relics with intent to smuggle them out of the country. Not sure how a piece of the True Cross would help summon a devil, but that's not my specialty. Vholes has been stationed in Detroit since 1880 maintaining Queen Victoria's war machines."

"We're close to figuring out exactly what Hellstromme's up to, but we need to know what Vholes knows. So I'm asking you to go to Detroit and find out...before Hellstromme gets to him."

Once Smith secures the heroes' aid, he takes them out to the side yard. A large object sits under a tarp and a silhouetted figure lurks in the shadows near it. This is "600-pound" Sally, recruited by Smith to convey the posse across enemy lines. Smith strides forward and yanks the tarp off an oversized auto-gyro. Sally quips,

"Nevada says we're in a rush, so if you don't mind let's save the pleasantries for when we're airborne. We've got a lot of distance to cover and not much time to do it in."

Agent Smith invites the heroes onboard as Sally fires up the ghost rock boiler. As soon as everyone's secured, the whirlygig lurches into the night sky and soars off under the moonlight.

 **Nevada Smith:** See page 156.

 **"600-pound" Sally Manners:** See page 157.

Transcontinental Express

It's a long flight Back East to Michigan with several stops along the way to refuel, maintain, and repair Sally's super-gyro (see the sidebar on page 107 for its stats). The whirlygig carries extra fuel instead of cargo to allow extra-long flights. Based on the **Travel** rules (see *Savage Worlds*), the super-gyro covers roughly 360 miles for every eight hours' flight time, and burns roughly 15 pounds of ghost rock during that time.

You can skip the encounters and gloss over the trip with a scene-changing montage, play the encounters as part of the narration (as written below), or weave in any number of Savage Tales to make the journey truly epic.

Sally aims to avoid the Sioux Nations because technology stopped functioning there in the summer of 1881 (as told in *Deadlands: The Last Sons*). Were she to enter its airspace the craft would sputter and drop like a stone. At Smith's prompt, on the first day she flies over the Rockies to Denver and the Agency's Supernatural Research Facility located there.

- **Devil Bats (3 per hero):** Over the Rocky Mountains a flock of these beasts swarms up from the pines to attack the craft. See the *Deadlands Marshal's Handbook*.

After a short rest the craft arrows east, just south of the Wasatch rail line to stay outside the Sioux Nations' boundaries. South of Grand Island, Nebraska, the craft refuels at an Agency safehouse concealed in a corn silo. After a short hop, there's another overnight layover at the Smith & Robards airfield in Council Bluffs, Iowa. The following day Sally flies south to the Empire Rails line so she can follow it into Chicago.

- **Kansas City Witches (1 per hero):** The group encounters Black River saboteurs attempting to dynamite an Empire Rails trestle in Iowa. Use the Rail Warrior (Faction: Black River) profile in the *Deadlands Marshal's Handbook*.

The following day the craft flies an extra four hours to reach Chicago, Illinois, and the Union airbase there. After a refueling and maintenance stop (during which Nevada Smith meets privately with superiors), Sally flies the posse across the placid surface of Lake Erie and into Michigan... finally touching down in Battle Creek.

Touchdown in Michigan

The super-gyro lands just outside the snow-covered town of Battle Creek. Smith says,

"We're going to see an old friend of mine: Mr. Erastus Hussey. He's sympathetic to our cause, but you'd do well to keep your weapons holstered and your liquor bottles capped. Mr. Hussey and his wife Sarah don't cotton to violence or intemperance."

SALLY'S SUPER-GYRO

Six-hundred-pound Sally's auto-gyro may be the most storied craft in the Smith & Robards fleet, and her super-gyro's not far behind. Modified to carry more passengers, this craft is far from comfortable but swifter than an air carriage or ornithopter.

Acc/Top Speed: 15/30; **Climb:** 20; **Toughness:** 8 (2); **Crew:** 2/6; **Cost:** \$16,000; **Notes:** Piloting -2 in rough conditions; travels approximately 25 miles on a pound of ghost rock.

Modifications:

- **Gatling Swivel Mount:** The Gatling (Range 24/48/96, Damage 2d8, RoF 3, AP 2) may be fired in a 180-degree arc to the front of the vehicle.
- **Cargo Racks:** These racks can hold an additional 600 lbs of cargo (each 300 lbs halves the Climb rating), and include a quick-release mechanism.

Malfunction: If a piloting roll results in snake eyes the ghost rock boiler explodes, causing 3d10 damage in a Large Burst Template. Falling damage may also apply.

ARMORED STEAM WAGON

An enclosed body surrounds the driver and passengers in a ghost steel-armored cabin.

Acc/Top Speed: 5/15; **Toughness:** 13 (6); **Crew:** 1+3; **Cost:** Military; **Notes:** Armor +6 (Ghost steel). Driving -2 in rough terrain. Travels approximately 60 miles on one pound of ghost rock. Enclosed wagon provides total cover for the driver and all passengers.

Malfunction: If a Driving roll results in snake eyes, the ghost rock boiler explodes, causing 3d10 damage to everyone in a Large Burst Template (including those aboard, and the vehicle).

DEADLANDS: GOOD INTENTIONS

The Fear Level in Battle Creek is up to 2 due to fierce fighting to the east. It's about a mile's walk in the frigid air to the Hussey Dry Goods store at the east end of Main Street.

Erastus Hussey is a Quaker, politician, and former abolitionist and Underground Railroad stationmaster, possessed of prodigious sideburns and a kind disposition. As Smith warned, he doesn't tolerate the brandishing of weapons or consumption of alcohol in his or his wife's presence. If the cowpokes manage to offend Hussey, it takes a successful Persuasion roll at -2 to restore his helpful attitude.

- **Erastus and Sarah Hussey:** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*.

Ready to Ride

Assuming the heroes are well-behaved, after several hours' rest Hussey takes them to a friend a few streets over and supplies the entire posse with riding horses and gear (and a buckboard for any who don't ride). Then Smith says,

"We can't fly across the battle lines or we risk being shot out of the sky. And the rail lines are shut down, so you'll have to ride from here, avoiding the fighting as you travel. It's about 120 miles to Detroit so the trip shouldn't take you more than three days if you keep moving."

"According to the most recent intelligence, the Union Army has advanced to the Huron River. They'll be in Detroit within a few days. If you're swift you can arrive around the same time and use the fighting as cover. Once you're there, find 489 Ledyard Street on the city's northern outskirts. That's where Dr. Vholes has taken up residence during the occupation."

"As for me and Sally, we've been tasked with another mission critical to the invasion's success. Once that's done, we'll meet you at 489 Ledyard. Best have Vholes ready to go because we won't have much time."

Smith answers any last-minute questions, wishes the posse luck, and raises a hand in farewell as they ride east out of Battle Creek.

Across No Man's Land

For three days the heroes ride east toward Detroit. Consult the **Cold** rules in *Savage Worlds*. On day two the Fear Level rises to 3, and meeting U.S. or British combatants becomes more likely.

Day One: Aside from the chill, the first day's ride is actually quite pleasant and free of any untoward events. It's an object lesson in just how badly the Reckoners are savaging the regions Out West. When the saddletramps camp for the night, run an **Interlude** (see *Savage Worlds*).

Day Two: During this day's travel, the eastern horizon is a haze of gray smoke and the remnants of recent battle grow ever more frequent. The Fear Level is 3. Worst of all, the buckaroos are being stalked.

A few days ago three U.S. Army privates—Dellany, Ballew, and Knox—vanished from a Union sentry post. Although they are listed as missing in action, the trio was actually possessed by manitous that slipped into our world as the invasion kicked off. Now they stalk the war-torn region, spreading fear and feeding on the dead and wounded. As tales of their depredations spread, the "lost soldiers" grow in power.

Call for Notice rolls opposed by the lost soldiers' Stealth rolls. With success an observant rider knows the group is being stalked but can't pinpoint the hunters. On a raise the cowpoke catches sight of a deformed, bestial face in the undergrowth (provoking a Fear test) but the critter flees. In short, Marshal, ramp up the suspense before the abominations strike.

When they do attack, the stinking beasts leap from cover and attack whomever they assume to be the weakest posse member en masse. If they're able to score a quick Incapacitation (or tear off a limb), they flee with their meat instead of fighting.

- **Lost Soldiers (3):** Use the Ghoul profile in the *Deadlands Marshal's Handbook*, but add the Rend Special Ability: If two of them successfully Grapple a single foe they can act in concert to tear him apart. The creatures make a single cooperative Strength roll opposed by the victim's Strength. Success inflicts Str+2d6 damage, or Str+3d6 with a raise. An

Incapacitating wound delivered in this fashion tears a limb from its socket.

Day Three: Today the travelers reach the terrible scene of battle and attempt to sneak into Detroit. The Fear Level is 4. Read the following:

As you ride, the eastern horizon fills with smoke and angry storm clouds. Light snow begins to fall. And as you top the next rise you look down on a scene straight out of Hell.

A sea of blue uniforms surges toward the British lines across snowfields stained red. Thousands of bodies litter the earth, many torn limb from limb by exploding bombs. Steam tanks and war wagons rumble over the bodies, grinding them into hamburger.

You feel the echoing concussions of vapor cannons and hear the artillery shriek toward the enemy. The British loose barrages of withering fire into the oncoming mass, but it seems as though nothing will stop the Union from rolling over them. You don't have much time.

By the time the posse rides to the north end of town the fight has reached Detroit's streets. Soldiers battle house to house and artillery shells pound the region. Reaching 489 Ledyard Street unmolested by soldiers is a cooperative **Dramatic Task** (see *Savage Worlds*) based on Stealth (-2). Complications include walking into a house-to-house skirmish, being spotted by British sentries, or having to find an alternate route around a street choked with rubble. With success the posse avoids combat and reaches the goal. If heroes fail to collect five successes, they are spotted by a seasoned platoon of British and Canadian soldiers in a steam wagon and fired upon.

- **British Platoon (3 per hero):** Use the Soldier (Veteran) profile in the *Deadlands Marshal's Handbook*. They drive an armored steam wagon (see sidebar on page 107).

Devils o' Nuppenau House

The Nuppenau House stands at the intersection of Second and Ledyard, overlooking the wooded Cass Park—now occupied by a bloody skirmish between Union and British troops. The house itself is built in the Gothic style; it looks like the classic “haunted house.” Built by carpenter Ernst

Nuppenau, it was seized by the British after he and his family fled south in 1876.

Its current inhabitant, Dr. Lucian Vholes, is also in the process of fleeing the city. He is in his top-floor laboratory packing essential items in a mad rush. He is unlikely to detect intruders given his distracted frame of mind; apply a -4 to his Notice test if the heroes make a racket trying to break in.

But Vholes isn't without safeguards: Three summoned “devils” bound to serve him lurk in Nuppenau house, waiting to turn intruders into pincushions. If a fight breaks out in the house between heroes and devils, Vholes gets another chance to Notice it, this time without penalty.

- **Quill Devils (3):** See below.

Quill Devil

Manitous-made-flesh, these creatures are hunched humanoids with scaly skin covered in short, sharp quills. They have no facial features, yet have little difficulty detecting foes.

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

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

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

Special Abilities:

- **Claws:** Str+d6.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for ghost steel.
- **Fear:** Anyone seeing the creature must make a Fear test.
- **Quills:** Anyone who grapples or is grappled by a quill devil suffers 2d4 damage per round from its spines.
- **Volley o' Quills:** As an action, a quill devil may launch a volley of sharp spines in a Cone Template. Everyone under the template must make an opposed Agility roll versus Shooting or suffer 2d6 damage.
- **Weakness (Ghost Steel):** Devils take normal damage from ghost steel weapons.

DEADLANDS: GOOD INTENTIONS

Going Somewhere?

When they reach the top floor the buckaroos find Vholes packing a satchel and steamer trunk full of his tools and gear. If the quill devils managed to reduce the posse's active members to two or less, Vholes fights to escape. Outnumbered by three or more foes, the scientist surrenders.

At the center of Vholes' laboratory sits a ghost steel bowl approximately six feet in diameter, which is filled with soil from the *Lacus Curtius* in the Roman Forum. The *Lacus Curtius* was once a chasm reputed to have been opened by a lightning strike in 445 B.C. Legends claimed it was a gateway to Hell. And sure enough, soil collected from it allows one with the proper knowledge to access Hell directly – hence Hellstromme's desire to claim it for his own.

The steel bowl is connected by tubes and wires to a large, complex gizmo – together they are the Hellhole. With it Vholes can access the Hunting Grounds and summon spirits from that shadowy realm by means of the *contact spirit world* power (see *Deadlands: The Last Sons*).

If the sodbusters ask why Hellstromme wants the soil so badly, Vholes pales visibly. He replies,

"Darius Hellstromme sent you? He must be truly desperate. Maybe utterly compromised. You see, I happen to know he's getting his information from the ghostly remnant of a former associate: Dexter Crawford. In life Crawford was a so-called 'huckster'. In death he is a ghost, and a lying one at that."

"If Darius is taking advice from that treacherous shade, who knows he's up to? Nothing good. He has no one to say no to him anymore. No one to convince him he's gone too far. Believe it or not, Hellstromme means well. He always has. But his good intentions have always led to very bad things."

Vholes tries to convince the posse to let him go (using *puppet* if he thinks he can get away with it). In return he offers them the lab's contents, including his mystical Roman soil.



Dr. Lucian Vholes

Vholes is rail-thin, with long gray hair and spectacles perched on the bridge of his beak-like nose. Decades of parlaying with infernal powers have left him bereft of scruples or mercy, but his drive toward self-preservation remains strong.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d8

Skills: Fighting d6, Guts d10, Intimidation d6, Knowledge (Chemistry) d10, Knowledge (Geology) d12, Notice d6, Persuasion d8, Repair d10, Taunt d10, Weird Science d10

Cha: 0; **Grit:** 3; **Pace:** 6; **Parry:** 5; **Toughness:** 6

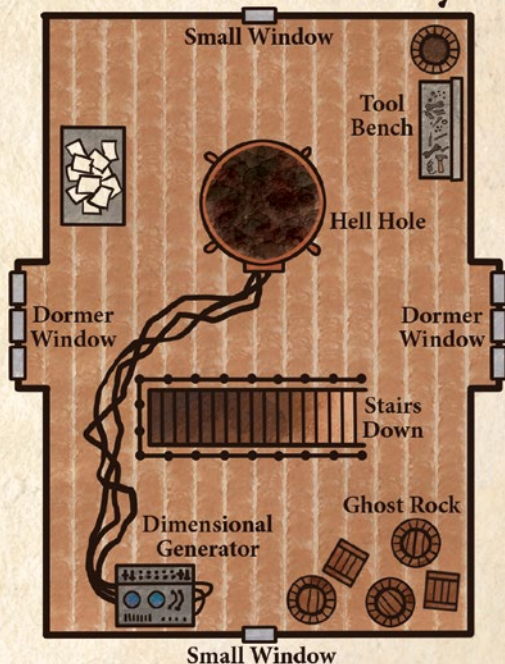
Hindrances: Bad Eyes (Minor)

Edges: Arcane Background (Weird Science), Gadgeteer, New Powers, Power Points, Strong Willed

Powers: *Contact spirit world* (Hellhole), *fly* (Personal Whirlygig), *healing* (Ghost Salve), *puppet* (Domination Helmet); **Power Points:** 30

Gear: Tool kit, spectacles.

Nuppenau House Attic Laboratory



Uninvited Guests

In the midst of the muchachos' conversation with Vholes, read the following passage:

Abruptly a concussion rips through the room and the air is filled with flying debris. You're thrown to the floor by a wave of heat that's almost instantly replaced by a blast of icy wind. When you open your eyes again, half the room is blown open and troops wearing smoked-glass goggles, jumpsuits, and jetpacks rocket into view. It's a Wasatch X-squad!

The X-squadders used a small but potent explosive to blow part of the roof off Nuppenau House. Everyone in the lab is knocked prone and must succeed on a Vigor roll or suffer Fatigue from Bumps and Bruises.

Deal the Action Cards, Marshal. The X-squad's objective is to eliminate resistance and secure the Roman soil for Hellstromme. Vholes sets about using his Gadgeteer Edge to turn the Hellhole device into a bomb powerful enough to demolish the entire lab; he completes it in five rounds then flees with his personal whirlygig. The Hellhole explodes several rounds later for 6d10 damage in a Large Burst Template.

 **Dr. Lucian Vholes:** See above.

- **Veteran X-Squad (2 per hero):** See page 151.

Fine Time for a Rescue

Just as Vholes finishes his task, a roaring sound fills the sky and 600-Pound Sally's super-gyro appears! Nevada Smith rappels from the craft into the room on the following round, joining the battle against the X-squadders. When they are defeated or the device is about to explode Smith shouts,

"Get into that super-gyro! We can't do anything more here!"

A single Climbing roll (+2) allows a cowpoke to shinny up the knotted rope to the hovering gyro. Nevada Smith stays behind and attempts to defuse the Hellhole, but he is destined to fail. As the last hero reaches the gyro read this:

Down in the lab Agent Smith works feverishly on the device, only to pause and step back from it fearfully. Sparks and smoke plume from

its innards. Smith turns and dives. A bright flash blinds you as it consumes the top floor of Nuppenau House and engulfs it in flame.

With the soldiers in Cass Park now firing upon her craft, Sally grits her teeth and flies away to the west. She doesn't say anything, but any cowpoke who tries to talk to her sees she has tears streaming down her cheeks—and they're not from the wind.

 **Nevada Smith:** See page 156.

 **"600-pound" Sally Manners:** See page 157.

Aftermath

Once the craft leaves Detroit behind, Sally flies the heroes back to the City o' Gloom and sets down at the Smith & Robards compound. She travels the same route and makes the same stops as before, so you can either narrate the trip succinctly or add Savage Tales to enliven it.

In Detroit the battle rages for another three days, but in the end the Union scores a major victory and retakes the city. In Washington, President Arthur and his cabinet are overjoyed and Hellstromme's stock continues to rise.

If the posse has taken Vholes into custody, they may interrogate him on the way but he doesn't know much more than he's already revealed. When she stops at the Supernatural Research Facility in Denver, Sally leaves Vholes in Agency custody.

Back in the City o' Gloom, Sally advises the heroes to lie low. Hellstromme is undoubtedly after them now, which means few places in Deseret are safe. She even offers the posse a lucrative job as Smith & Robards delivery drivers—see the **Side Tracks** sidebar on page 112 if they take the job.

Even if they don't, Sally arranges for the buckaroos to bed down at the Smith & Robards compound for now, all the better to stay out of Hellstromme's grasp.

SIDE TRACKS: SPEEDY DELIVERIES!

The following events cover the time between episodes five and six, when the heroes either work for Smith & Robards or simply hide out in their mountaintop compound and undertake Savage Tales.

Hellstromme's Fury: If any of his X-squadders survived the battle at Nuppenau House, they report the posse's involvement to Dr. Hellstromme. Enraged, the doctor orders his agents to be on the lookout for the cowpokes. Anytime they are out and about in the City o' Gloom without a disguise of some kind, draw an Action Card. On a five or higher, the cowpunchers are spotted by Wasatch or Hellstromme agents and soon targeted by mannikins (one per hero; see page 142 for their profile).

Perilous Parcels: If the posse accepts Sally's offer to work for Smith & Robards as delivery drivers or bodyguards (a job that keeps them outside the city and away from Hellstromme's reach), they are each paid \$200 per week inclusive of hazard pay. Use the Smith & Robards Deliveries Table on page 78 to devise exciting events to spice up the posse's runs.

An Old Friend: A few weeks after the events in Detroit, one of the characters receives a parcel by mail: an oversized envelope whose return address reads simply, "Detroit, U.S.A." The envelope is postmarked the date of the events at Nuppenau House.

Inside are two objects: a padlock key, and a square sheet of tin with many rectangular holes (46 of them) cut from it in no discernible pattern. The word "TELLER" and a number 23 are stamped into the tin. A small sheet of paper in the envelope reads,

Keep these in a safe place. You'll know when to use them. — Smith

6. THE GHOST O' RAIL WARS PAST

Trigger: Stacey O'Malley contacts the posse.

Whether the cowpokes are lying low or engaged in some other business, Stacey O'Malley tracks them down. The more precautions the heroes take to keep out of sight, the more cunning O'Malley's success in rustling them up. With success on a Common Knowledge roll, sodbusters who haven't read the *Epitaph* lately can cotton Stacey's a big bug in the labor movement.

In a place of relative seclusion she whispers,

"Captain Syd Mallory and half her gang are in a lot of trouble. They were arrested by Wasatch rail agents and they haven't been seen since. And the other half is about to charge in with guns blazing – and most assuredly fall into Death's cold embrace. They need your help."

Most shootists worth their salt take up the call, given the City o' Gloom's current political climate. But should anyone bellyache or demand payment for services rendered, Stacey snaps,

"Syd Mallory's been keepin' Hanuman and his Wasatch bulls off your tails for months now. Ever since that Nevada Smith recruited her. You should be courteous enough to return a favor."

Once Stacey wins over the posse she suggests they reconvene someplace quiet to formulate a plan of attack. The other half of Syd's gang throws in their aid as well; let the players control them as allied Extras during the rescue.

 **Stacey O'Malley:** Use Townsfolk stats.

- **Mallory's Gang (3):** Use the Gunman (Veteran) profile in the *Deadlands Marshal's Handbook*.

Assault on So. Salt Lake Station

Captain Syd Mallory and two of her allies are being held at the Wasatch South Salt Lake Rail Station. It lies on the the City o' Gloom's southwest edge. Stacey isn't certain exactly how many guards are present, but she knows there's a Gatling-enhanced automaton stationed in there.

The station consists of one large room lined with passenger benches, a ticket counter, and behind that an inner office. Stacey figures Syd and her boys must be trussed up in that office.

With success on a Notice or Smarts roll, a buckaroo realizes the station has no rails, and isn't anywhere near the Denver-Pacific or any other line. If cowpokes question aloud why Wasatch has a train station on the southwest edge of Salt Lake City without any rails, Stacey O'Malley replies:

"Exactly."

Spiders o' Wasatch

Sydney Mallory is indeed handcuffed in the station office, which has bars on the windows (Toughness 14) and a door that's kept locked (Lockpicking -2; Toughness 10). A trio of ruthless Wasatch railroad men keep constant watch over Syd and her companions. They've been beating them in an attempt to extract the location of a Capt. Gideon Robertson, who served Hellstromme during the Great Rail Wars. Syd has no idea who they're talking about.

Meanwhile, an X-Squad known as the Arachnid Gang keeps the station's main room secure. The members are equipped with a control glove that allow each to control a clockwork tarantula's movements—and each tarantula has its own power! In addition, that automaton Stacey mentioned stands next to the ice cooler, alert to any disturbances.

Let the players devise their own plan of attack or infiltration. The Arachnid Gang and automaton are considered active sentries (see Notice in *Savage Worlds*); the rail agents are inactive due to their focus on the prisoners. When the guards become aware of intruders they raise an alarm... and you deal out Action Cards, Marshal.

 **Automaton (1):** See the *Deadlands Marshal's Handbook*.

- **Arachnid Gang (6):** Use Rail Warrior (Faction: Wasatch) profile in the *Deadlands Marshal's Handbook*. Each has a control glove that, as an action, can issue a simple command to a clockwork tarantula (Range 10"). A spider that moves out of range becomes autonomous

until the control glove moves within range once more.

- **Clockwork Tarantulas (6):** See the *Deadlands Marshal's Handbook*, but instead of an acid sprayer each of these monstrosities packs a single experimental power: *bolt* (lightning gun), *burst* (flamethrower), *dispel* (ghost rock vapor cloud), *fear* (sonic scream), *pummel* (sonic boom), and *telekinesis* (no visible effect).
- **Wasatch Rail Agents (3):** See page 151.

In the Clear

When the heroes free Syd and the two other prisoners, they see just how much her gang has suffered to keep Hellstromme's people otherwise engaged. They've achieved a lot, to be sure, but they paid dearly to do it; all are bruised and bloodied with two Fatigue levels. Mallory says,

"Thanks for bustin' us out o' there, amigos. Them Wasatch rattlers bushwhacked us with tainted whiskey...when we regained our senses we were in that station office."

"They were interested in all of you. Knew your names already. Wanted us to tell where you've been kicking up your boots lately. Needless to say we didn't crack and we didn't say boo. Guess they found you in the end, though, didn't they?"

"They also wanted to find some geezer by the name o' Captain Gideon Robertson. He was Hellstromme's aide-de-camp during the Great Rail Wars. Or somesuch nonsense. Now they want him dead in the same ditch as you."

"Whatever you did, ol' Doc Darius sure didn't like it none. And that makes it all worthwhile."

If the heroes have the opportunity and choose to rifle through the office's file cabinets, success on an Investigation roll (or a Smarts roll at -2) turns up a folder marked **TOP SECRET**. Inside are documents and plans describing a track-laying project issuing from the south and ending at this location. The project is named *Plutonian Junction*, and it's slated to begin in less than a week.

That Was Too Easy

At this point the posse no doubt remembers meeting Ol' Robertson (back in episode two; see page 87) and wants to warn him he's in grave danger. That's a noble goal, but Mr. Hanuman is counting on it to lead him to the former Capt. Robertson.

First, he had his rail agents implant a tiny ghost rock "sonic transponder" in Syd Mallory while she was out cold. They used a *healing* unguent to repair the wound so she would suspect nothing. By means of a tiny dish coated with ghost rock, the transponder collects sound in a Medium Burst Template surrounding Syd, then relays the audio signal to a Wasatch tethered satellite (see page 30) almost two miles away. This allows Hanuman to listen to the group's conversation with Syd. If some bigmouth reveals Robertson's location, Hanuman dispatches his forces to Mexican Hat immediately; see **Death Rides a Steam Wagon** below for the details.

If the group somehow eliminates the sonic transponder or fails to reveal Robertson's location, Hanuman has an ace in the hole. He sends Mr. McGuire—one of his most trusted rail agents—to track the posse from the shootout at the South Salt Lake Station, in the hope they lead him to Gideon Robertson.

 **Mr. McGuire:** Use the Wasatch Rail Agent profile (page 151), but add Driving d10, Stealth d12, Tracking d10, and the Ace Edge. He drives a steam carriage (see page 27).

Return to Mexican Hat

Once again the posse needs to cross Deseret in a hurry; by this point in the campaign they likely have access to an auto-gyro or other vehicle that can convey them there swiftly. Use the **Encounter Tables** (beginning on page 75) to generate exciting events along the way, or run a Savage Tale centered on a locale the group passes through.

The situation at Mexican Hat depends on whether Hanuman found out where Robertson's been hiding. If so, the Wasatch force (see below) has already dug in around the Mexican Hat Ranch and is busy riddling it with bullets. In that case Ol' Robertson is shot up pretty bad, his

employees are dead, and he delivers the speech below just before he gives up the ghost.

On the other hand, if the heroes didn't spill the beans and Mr. McGuire has to follow them to their destination, McGuire figures out where they're likely headed after the cowpokes pass Long Drop Canyon on a southeastern course—there aren't many other towns they could be running toward. McGuire uses a highly advanced sound telegraph to wire for reinforcements.

Ol' Robertson's Tale

Assuming the caballeros reach Mexican Hat first, they find it much as it was last time they visited. Ol' Robertson, Dirk the piano player, and Polly the soiled dove while away their days in the ranch, waiting for evening and the miners' arrival. This time it's the quiet before the storm.

Ol' Robertson's face seems to crumble when he recognizes the cowpunchers. He knows his cover's been blown. If he's asked if his name is Gideon and whether he ever worked for Hellstromme, Ol' Robertson sighs and says,

"I knew it was too good to be true. Hellstromme not finding me, that is. But all things must end, and I had a good run here. Now I reckon it's time you knew what I was hiding from."

"It was back in 1877. The first Great Rail War was still raging, all the Barons convinced they'd be the first to reach Lost Angels. Sure, Wasatch was right there in the race...but what most people don't know is Hellstromme never makes his intentions known. Whenever you think you've deduced his plans, that's when another layer's revealed."

"My unit was dispatched to Des Moines to guard a Wasatch train. One of Hellstromme's experiments. We erected an enormous metal ring on the tracks, and I'll be damned if ol' Darius didn't drive that loco right through the ring... and straight into Hell. Literally."

Robertson gives that a few moments to sink in before he continues.

"But it turned out this wasn't just an experiment for Hellstromme. It was personal. Back when he was an engineer in the British Army in India, he was married to a woman named Vanessa. While he was engrossed in his work

day and night, she fell into a deep melancholy. Hellstromme returned to their quarters one day to find she'd poisoned herself. He held himself responsible. That man never could forgive, least of all himself.

"But he'd finally broken the code. Figured out how to get a train full of soldiers and scientists and Wasatch war machines directly to the spot where Vanessa's soul languished in torment, and rescue her. Only it didn't work out that way.

"Some cardsharp by the name of Dex Crawford who stowed away on the train in Des Moines threw off all the calculations. Cost us God knows how many lives in the process. Instead of landing smack dab in the Wood of Suicides, as the doctor intended, we ended up in a trainwreck outside the Gates o' Hell. Then the slaughter started.

"We couldn't blast through the gates, no matter what we threw at them. So we fought our way out. Hellstromme built a guillotine on the spot, and taught Crawford what happens to people who cross him. He sliced that huckster's head clean off, using the sacrifice to get us all home. Them that the devils didn't eat, anyhow.

"And now...well, if you're here it only means one thing: Hellstromme's cleaning up all the loose ends from his last trip because he's ready to try again. Not even Lucifer could dissuade that man when he's got a wild hair up his ass. He's going back to Hell. And this time I preminisce it's going to be much, much worse."

Robertson shows the posse his rail maps on the wall, asking them to pull a few aside. Revealed is a map of the City o' Gloom, with all the rail lines surrounding it outlined in red. The tracks form the shape of a massive pentagram, with Hellstromme Industries, Ltd. as dead-center as a bullseye. Robertson whispers,

"He's going to pry open the door, and this time he's going keep it open. God help us all."

At this point the cowpokes have a few minutes to question Robertson. He hasn't worked for Wasatch since late 1877, but he keeps no secrets and is willing to tell anything he knows. Finally, Ol' Robertson gives Dirk and Polly \$100 each, and tells them to get clear of Mexican Hat and never look back...while they still can.

SIDE TRACKS: RISING STAKES

The following events cover the time between episodes six and seven. Nevada Smith still hasn't reappeared following the explosion at Nuppenau House in Detroit, and it seems like everyone's gunning for your brave dudes. Although they continue to be decidedly unpopular in Wasatch circles, not *everything* is as it seems.

Hellstromme's Final Play: In the desert southwest of Salt Lake City, Wasatch crews begin laying track from a secluded valley toward the city limit...aimed directly at the South Salt Lake Train Station.

Meanwhile, Hellstromme himself plans a grand announcement of the new Plutonian Junction that will link Salt Lake City to the main Wasatch line. He trusts Hanuman to personally continue his pursuit of the posse, so there'll be no one to stop them this time.

Danites: Brigham Young, appraised of recent events at Mexican Hat, again tasks David (page 153) with keeping an eye on the heroes. But this time the Black Chaplain is ordered to act as their protector.

In any encounters with Wasatch agents, David appears as a guardian angel to protect the posse and drive off the attackers. He doesn't make a big show of it (in fact, he prefers not to be seen at all), and doesn't stick around to talk afterward, but he does his job with ruthless efficiency.

Los Diablos!: As the Plutonian Junction announcement draws near, Pestilence sets the Devil's own herd on any Legendary pistoleers' tails. Stretch the pursuit over several days of game time to crank up the suspense. But in the end Los Diablos *always* find their prey, and David can't help this time!

★ **Los Diablos (1 per hero):** See the *Deadlands Marshal's Handbook*.

DEADLANDS: GOOD INTENTIONS

🌀 **Ol' Robertson:** Use the Rail Warrior (Faction: Wasatch) profile in the *Deadlands Marshal's Handbook*.

- **Dirk and Polly:** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*. Dirk has the Ailin' (Minor) Hindrance.

Death Rides a Steam Wagon

Assuming the villains weren't on the scene already, now the saddletramps hear a rumbling outside that keeps growing louder. Moments later two auto-gyros scream across the sky, followed by a steam carriage and enclosed steam wagon roaring into the north end of town. All of them bear the Wasatch Railroad insignia.

The two auto-gyros crisscross the sky over town, dropping incendiary bombs (Damage 4d8, Large Burst Template, targets in the area of effect roll 1d6 and are set alight on any result *but* a 1; see **Fire** in *Savage Worlds*) on the few intact buildings that remain.

Meanwhile, an X-Squad and automaton flood from the steam wagons, set up a perimeter around the Mexican Hat Ranch, and begin shooting it to pieces. Their orders, conveyed to them by rail agent Mr. McGuire, are to kill every last person in the town of Mexican Hat—especially Capt. Gideon Robertson!

🌀 **Mr. McGuire:** Use the Wasatch Rail Agent profile (page 151), but add Driving d10, Stealth d12, Tracking d10, and the Ace Edge. He drives a steam carriage (see page 27).

🌀 **War Drone (1):** See page 142.

- **Auto-Gyro Crewmen (4):** Use the Rail Warrior profile (no Faction) in the *Deadlands Marshal's Handbook*, but add Piloting d8 and Repair d8.
- **Wasatch Rail Agents (2):** See page 151. One of them drives the enclosed steam wagon.
- **Veteran X-Squad (6):** See page 151.

When the Dust Settles

When the battle's done the buckaroos either stand victorious or they're forced to vamoose with tails tucked between their legs. Either way, they've scored a major victory if they manage to save Capt. Robertson's life.

Although the City o' Gloom isn't first on his list of places to visit, Gideon agrees to accompany the posse back there if they're intent on stopping Hellstromme's plan.

7. HELLSTROMME'S SECRETS

Trigger: Wasatch Railroad announces the Plutonian Junction Spur.

Only a few days after the posse returns to the City o' Gloom's environs, they read the news. In fact they can't help but read it, as it's plastered across every newspaper in the region: Wasatch Railroad is opening a new, underground spur of the Plutonian Express...one that will link the City o' Gloom to the main Wasatch line!

The Story So Far

Wasatch crews of man and machine alike have been hard at work for months, deep underground, using the fabled Hellbore to arrow north toward South Salt Lake Train Station. Meanwhile, teams laying track aboveground and assembling a new railhead at the city limit are preparing for the Hellbore's arrival.

In the midst of all the fanfare, Dr. Hellstromme announces a grand celebration to accompany his ceremonial driving of the final railroad spike. Toasts and speeches shall follow, heralding a new era of prosperity for Salt Lake City. All city residents are invited!

The Setup

The same day the posse gets word of the big announcement, a steamer trunk addressed to one of them arrives at their current location—no matter where that may be. The freight cost has been paid in full and the courier requires only a signature. The trunk is locked and bears no return address.

Of course the key sent by Nevada Smith after episode five (see page 105) opens the ghost-steel padlock. If the key's been lost or isn't available, cowpokes may attempt to bypass it in other ways (Lockpicking -4, Toughness 14), or even cut open the trunk itself (Toughness 12).

Inside is a treasure trove of useful items. Nevada Smith knows the adventurers' skills and packed accordingly: The trunk holds gear, weapons, ammunition, fuel, and even Infernal Devices of use to each of the posse members. Marshals should customize these to suit each unique group. At the bottom of the trunk rests a typed manuscript whose cover reads:

NEVADA SMITH AND THE TELLER OF SECRETS

by

I. M. HYMME

A handwritten addendum to the title follows:

To be published in the event of my demise. —Nevada Smith

The unpublished dime novel consists of 173 closely packed pages of dense, typewritten text. It details Nevada Smith's epic career from its humble start through adventures never before told in every state and territory of North and South, to his part in the Invasion of Detroit and everything he knows about Hellstromme's plot. (Nevada's knowledge on this score is roughly equal to the posse's; he confirms what they know but doesn't add anything new.)

Incidentally, the dime novel also details how Smith, using myriad disguises and diversions, saved a number of the Weird West's greatest heroes from untimely death at the hands of Stone in 1881. Just goes to show the truth ain't always what you read in the *Epitaph*, amigo.

Make the Two Into One

Let your players figure out what to do next. For some groups the answer will click right away; others may take longer to make the connection. Give your group time to puzzle over it before you allow any rolls to "figure it out."

If the sheet of tin stamped **TELLER 23** is placed over the text on page 23 of the manuscript, the 46 typewritten words left exposed by rectangular holes convey the following message:

Hellstromme's entourage away from home soon to celebrate Plutonian Junction stop Take the opportunity infiltrate secret labs stop At the Hellstromme Compound west of city access secret elevator in hangar stop Code word

THE PLUTONIAN JUNCTION

Once it's completed, Hellstromme's new line soon makes good on his dark promise that Smith & Robards would rue their refusal to sell him the Denver-Pacific for \$1 million. As Wasatch freight begins to move – and the city's Mormons loyally take their business from the D-P to Hellstromme's line – Smith & Robards' stock takes a hit from which it never fully recovers.

The Plutonian Junction begins Smith & Robards long yet inevitable decline, leading to the company's final dissolution in the early Twentieth Century. Still, the company's innovations in Infernal Devices keep it viable for many years to come.

"Phlegethon" stop Steel yourself for what you may witness stop Learn the truth

The Hellstromme Compound's location is no secret, nor is the exact date of the Plutonian Junction celebration (which can be customized to suit your campaign, Marshal). Whatever day it takes place, the posse must make their way to the salt flats west of Salt Lake City and Hellstromme's most secret laboratories.

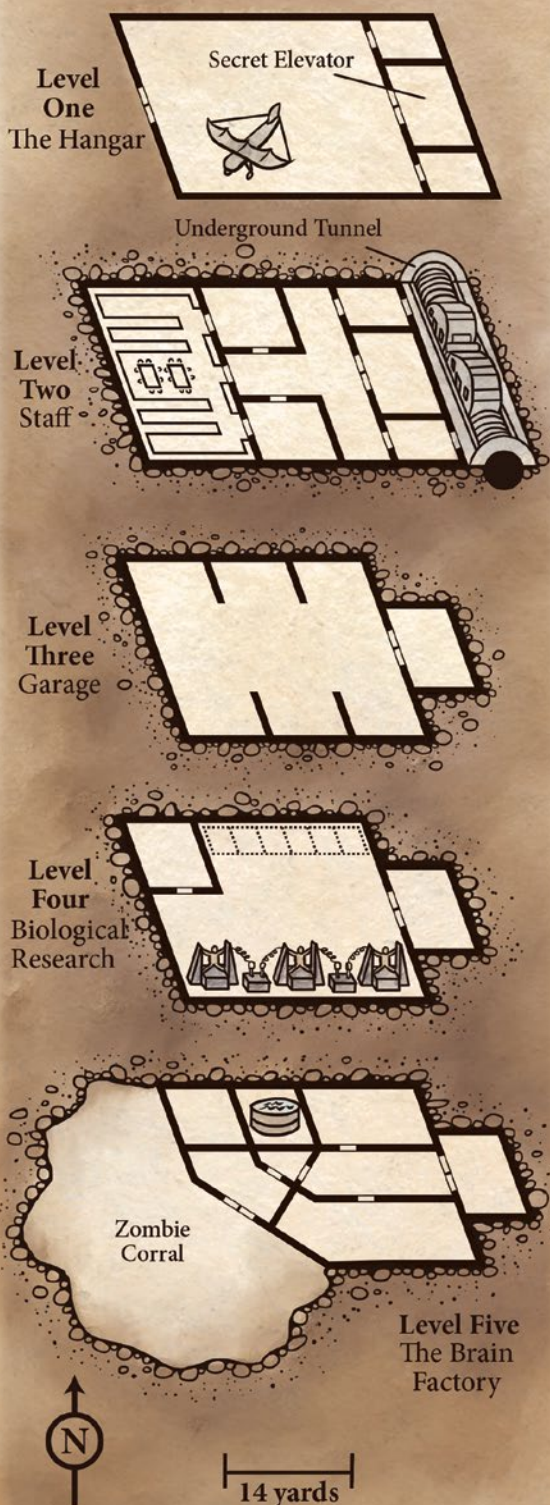
The Maddest Science

See page 64 for a description of the compound's surface areas. The searchers need to get past the automated defenses and hangar staff without raising a general alarm in the manor house. Assuming they succeed, it takes success on a Notice roll (–4) to find a large red button hidden under an empty oil barrel near the back of the hangar. Stepping on it causes a panel to slide aside, revealing the hidden elevator at the rear of the quonset hut. Alternately, success on Persuasion or a Test of Will convinces captive hangar staff to reveal the button's location.

The panel inside the elevator has no buttons, only a loudspeaker. After the doors slide shut (and audibly lock, Toughness 14), a distorted voice emanates from the speaker:

"Code word, please."

The Secret Labs



One player needs to pronounce the code word “Phlegethon” correctly (Marshal’s discretion). At that moment a brass panel slides aside to reveal four buttons descending from 2 to 5. Consult the map at left for the underground levels’ layout.

That said, if “Phlegethon” is *incorrectly* enunciated or the dudes can’t seem to remember exactly how that danged word exactly went, trouble ensues. The elevator fills with a yellowish gas in three rounds: Knockout Poison (–4). Heroes who succeed on a Vigor roll fall unconscious for 2d6 minutes; those who fail are knocked out for 2d6 hours. On a raise the hardy buckaroo manages to shrug off the poison’s effects.

Captured heroes end up imprisoned in the Biological Research Laboratory on level four or tossed into a cell in the Brain Factory. It’s up to the Marshal and the players’ ingenuity as to how and whether they escape.

The Secret Labs

Few people beyond the scientists involved in these labs’ top secret research have ever seen their contents. A giant ghost rock boiler accessed via the garage level (not shown on map) provides heat and electrical power to the entire complex. Following is a short description of each level, from top to bottom.

The Hangar: This quonset-hut style construction is larger than the Workshop (page 65). It holds an ornithopter covered in black canvas, a black auto-gyro, many barrels of oil, tools of every possible description (some unrecognizable to anyone but mad scientists), and thousands of spare parts. Use the Factory Worker profile (page 150) for the five technicians on duty, adding Driving d8, Piloting d8, Repair d12, and the Ace Edge.

Staff Area: This level contains a break area, conference room, and library. Outsiders have no idea who works here, because a secret underground tunnel (with rail line) shuttles them in and out—yet another spur that links up to Hellstromme’s vast subterranean rail system. Eighteen scientists (see profile on page 151) and seven veteran X-Squadders (page 151) make up the staff. Three X-Squad troopers patrol the halls during the day, and three at night. The last guard

rotates in and out of the lowest level, near the zombie corral.

Garage: This large garage has six bays in which new and experimental vehicles, weapons, and other “heavy gear” are worked on. About half the scientific staff is busily employed here.

Biological Research: This level contains six cages, each holding a terrifying creature of the Reckoning: bloody one, canker, chupakabara, ghoul, nosferatu, and scarecrow (see the *Deadlands Marshal's Handbook*) all in a line.

The level contains an office with a heavy door that's kept locked (Lockpicking -2, Toughness 10), biological equipment, a Fear distiller (which is not turned on at the moment), experiment logs, and four screaming and hollering human patients hooked up to the distiller and machines that record their physiological responses.

Five researchers conduct studies on the creatures and collect liquid Fear for use in fueling the Hell Gate. But Mr. Hanuman (page 155) is here as well, overseeing operations in his master's absence. Even during his great celebration Hellstromme takes precautions! See **The Trouble With Hanuman** below when the posse confronts him.

The Brain Factory: On this level, scientists manufacture zombie brains around the clock for Hellstromme's automatons. They use a special, green-glowing serum stolen from Bayou Vermilion to kill prisoners and other victims and turn them into walkin' dead. Eventually, the zombies are captured with nets. Their heads are sawed off and thrown into a vat of green goop to pickle. Days later, each brain is extracted and wired into an explosive housing. Finally they're all shipped out in batches to the Hellstromme Industries factory in town. There workers install them in automatons, clockwork tarantulas, and other “sentient” creations.

The work done on this level constitutes Dr. Hellstromme's most closely held secret (see sidebar). Revealing it to the world could be ruinous to the Doctor's earthly fortunes; he bends every resource at his disposal to destroying anyone who finds out the truth.

SECRET OF THE AUTOMATONS

Hellstromme's automatons are heralded as the cutting edge of New Science. They're also a highly guarded secret of Hellstromme Industries, Ltd.

Many mad scientists can deduce how to make a mechanical creature move, or how to “program” it with studded cylinders just like a player piano. But what they can't solve is how Hellstromme's clockwork men seem to react to the world around them. They can adjust their step to climb stairs, “hear” things sneaking up behind them, and even evaluate which target to shred with their Gatling guns, flamethrowers, or other heavy weapons.

The secret—each automaton contains a walkin' deader's brain—is worth millions to a posse that discovers it. But it is not a surprise to some of the Weird West's less reputable scientists. A few have supposed that Hellstromme's amazing machines have human beings inside them. Fewer still—those who have learned other dark secrets—have guessed that what's inside was once human, but is now an undead thing in direct control of its shell.

What the buckaroos do with their newfound knowledge could form the basis of a whole new campaign.

The Trouble With Hanuman

Considering Mr. Hanuman has caused the investigators no end of trouble and he has the only key to the office in his possession, it's likely the heroes attempt to waylay or otherwise cause him harm. When that confrontation ensues. Hanuman bares his teeth in rage and hisses:

“YOU! After all this time...you simply appear in my master's most secret installation. Simply infuriating. But you are too late. Too late to fathom what is about to happen, what Dr. Hellstromme is on the verge of achieving. He will transcend death. But you...Kali is coming for your souls, and nothing you do can stop the winds of change.”

DEADLANDS: GOOD INTENTIONS

While he speaks, Hanuman steps backward slowly until he stands at the west wall near the office door. He slaps a button on the control panel that pops open all the critter cages!

Klaxon horns blare throughout the complex. Deal out the Action Cards, Marshal, because things are about to go straight to Hell!

The creatures attack scientists and posse members alike without discrimination, chomping on whoever's closest. Hanuman locks himself in the office. During the third round of combat three X-Squadders arrive, another one darts in on the fifth round, and the last three during the fifth round of fighting.

🌀 **Mr. Hanuman:** See page 155.

🌀 **Scarecrow (1):** See the *Deadlands Marshal's Handbook*.

• **Bloody One, Canker, Chupakabara, Ghoul, Nosferatu (1 each):** See the *Deadlands Marshal's Handbook*.

• **Scientist (5):** See page 151.

• **Veteran X-Squadders (7):** See page 151.

• **Test Subjects (4):** Use Townsfolk stats in the *Deadlands Marshal's Handbook*, or insert unique nonplayer characters as the Marshal chooses.

The Awful Truth

With the monsters destroyed and the Wasatch personnel subdued, the shootists still need to gain access to the office. Inside are stored all the records pertaining to Operation Hell Gate, the ultimate plan that all Hellstromme's other machinations were meant to obfuscate.

Putting the lie to Hanuman's rantings, any cowpoke who succeeds on an Investigation roll, or a Smarts roll at -2, can deduce what's about to happen. Each roll takes 10 minutes in game. For each success and raise rolled while reading through the laboratory log books, journals, and business records, one of these facts is gleaned:

• **Fear Labs:** For many years Hellstromme has maintained a series of secret roundhouse labs scattered across the Weird West, all for the purpose of studying Fear's effects as a tangible force and distilling it into liquid for later use.

• **Real Estate:** Purchase records show Wasatch Rail and Hellstromme Industries have steadily and quietly purchased over 500 acres of property along the southwest edge of town.

• **Plutonian Junction:** Records detailing work progress show the Wasatch line to the City o' Gloom was in the works since mid-1879, before Hellstromme ever won the first Great Rail War. The engineering logs of a Prof. Hapwell Haggerty detail how Hellstromme accompanied a work crew through the Rockies and into the West...partly so he could locate the precise location where the Plutonian Junction would strike out to the north. (Insightful hombres who succeed on a Smarts roll may wonder whether Hellstromme's \$1 million offer to buy the Denver-Pacific from Smith & Robards was an attempt at kindness after all...)

• **Door to Hell:** Documents spell out Operation Hell Gate's ultimate goal: opening a persisting dimensional portal directly into a strange region known as the Wood of Suicides. Construction records show the gate's being built directly underneath Hellstromme Industries main factory.

• **Mystic Ingredients:** Along with liquefied Fear and ghost steel, both of which Hellstromme possesses in great quantities, the Hell Gate requires earth from a location that has acted as a portal to Hell. Dr. Lucian Vholes' house in Detroit was only one of a dozen sites to be plundered by Hellstromme's agents for suitable soil.

• **The Vessel:** A series of notes on various mystical beliefs and rituals for soul binding detail Dr. Hellstromme's intent to place his wife Vanessa's spirit into a living vessel: his former head of groundskeepers, a young woman named Ms. Mary Jones. If the notes are accurate, Ms. Jones hasn't an inkling of what's in store for her — her own spirit is to be cast into Hell in exchange for Vanessa Hellstromme's.

• **Full-Moon Fever:** Finally, notations on various cosmological charts pinpoint the exact date Hellstromme plans to activate his Hell Gate... the next full moon. And it's mere days away!

You Got Us in Here...

Armed with extensive knowledge, heroes still have to escape the compound. They may attempt to leave the way they came in, in which case all the compound's surface defenses are activated (see page 64 for details).

The underground tunnel on level two also provides a convenient means of egress. A steam-powered rail cart conveys the group swiftly away. About a mile down the tunnel, which eventually reconnects with the Plutonian Junction spur, travelers find a steel ladder leading up an access shaft to the surface and the salt flats.

The trail to the City o' Gloom is clear.

8. THE DOOR TO HELL

Trigger: When the heroes arrive at Hellstromme Industries to stop the Hell Gate's opening.

Now the posse knows all the details of Hellstromme's infernal quest, and it's fallen to them to stop it from occurring. It's up to the Marshal to decide how much time remains before Hellstromme's grand scientific ritual, but we recommend three days. The idea is to give the sodbusters just enough time to heal, restock their gear, and gather any allies they can...but not enough time to gather a small army. The stakes are high and the situation should feel desperate.

Stealth Wins the Day

Security is high around the main factory in the few days leading up to the Hell Gate's opening. Given the immensity of the battle to come, it simply doesn't pay for the cowpokes to engage the multitudes of veteran X-Squads, automatons, mannikins, steelmen, clockwork tarantulas, and other more fearsome constructs prowling the factory grounds.

The heroes can create a diversion to cover their entry, use some arcane method to bypass the factory itself, travel via the city's sewers to gain access, or simply use Stealth to sneak past the (active) guards. In the event the invaders raise an alarm, all Hellstromme's mechanical might descends on them very swiftly.

SIDE TRACKS: THE TWILIGHT PROTOCOL

Given the tight timeline, there's not much cause for Side Tracks after episode seven. Instead, we give the Marshal some background on why Nevada Smith was forced to drop out of the game.

After the Cackler's return (in *The Cackler* graphic novel), the Twilight Protocol is in effect between secret services of the North and South. That often means they work together, but it can also mean they mutually agree to stand by while a situation plays out.

As a result of the complex relationship the US and the CSA each hold with Deseret, and the possibly catastrophic results of moving unilaterally against Brigham Young, that's exactly what they've agreed to do: see how things play out. For better or for worse.

Of course Nevada Smith was never one for following orders, so he sent the posse a helpful steamer trunk. But he can't take any direct actions. The heroes are on their own.

If he survived Mexican Hat, Capt. Robertson's guidance allows the group to sneak into the factory undetected.

Express Elevator to Hell

Read the following as shootists enter the factory's main area:

In the cavernous main room, all the machinery and manufacturing equipment has been removed or pushed against the outer walls. Six giant ghost rock boilers scream and roar and jet steam, making conversation near impossible.

At the room's center stands a large platform enclosed in a wire cage, with a control panel inside. The technologically inclined among you instantly recognize it as a freight elevator.

Success on a Weird Science roll, Repair roll, or Smarts roll (-2) allows a buckaroo to operate the elevator. It only goes in one direction: down. And

DEADLANDS: GOOD INTENTIONS

it drops for nearly half a mile to an even more impressive chamber.

Halls of the Abyss

Hellstromme has a flair for the dramatic, never so evident as when he names his great subterranean engineering projects. The labyrinth of great chambers and catacombs he has created will one day become the first sub-levels of Junkyard. But now they house the Hell Gate, and Hellstromme stands at the verge of throwing its doors wide. Consult the map on page 124 and read the following:

As the freight elevator comes to a halt, you gaze across a massive underground chamber burrowed from the earth by countless man-hours of labor. Clanking automatons patrol the perimeter, metallic tarantulas scamper about.

One end of the chamber is dominated by an enormous ghost-steel ring nearly 40 feet in diameter. It's engraved with weird mystic symbols, and glass tubes set into it have an unsettling silvery fluid coursing through them. Steam jets from vents near the top. Suddenly a high-pitched keen cuts through the room and the gate begins to thrum in resonance with it.

That's when you see the dome. It stands about 12 feet tall, a perfect hemisphere, and seems to have glass panels. Most of it is constructed from reinforced, armor-plated ghost steel. Someone inside works feverishly at the controls, his face hidden in shadows.

As the Hell Gate's symbols shed eldritch red light, the face comes into view. Gray eyes, one of them scarred, a well-trimmed beard, white lab coat, highly advanced control glove on his left hand. When his piercing gaze falls upon you there can be no doubt that you look upon Dr. Darius Hellstromme himself.

Although he's obviously aware of their presence, Hellstromme chooses to ignore the heroes for now. (His dome has Toughness 20.) But the few scientists present just about flip their wigs when they see the posse, and call upon the automated guards to attack. Deal the Action Cards, Marshal.

🌀 **Dr. Darius Hellstromme:** See the *Deadlands Marshal's Handbook*.

🌀 **War Drones (3):** See page 142.

- **Clockwork Tarantulas (5):** See the *Deadlands Marshal's Handbook*. Hellstromme's control glove allows him to dominate all these creatures' movements and enact any of his Weird Science powers through them.

- **Scientists (5):** See page 151.

Closing Arguments

They may blast the automatons into scrap metal, but the heroes are most likely unable to muster enough force to break into Hellstromme's dome. Success on a Notice roll spies a young lady lying asleep or unconscious on a chaise lounge inside it—Ms. Mary Jones. When the cowpokes come close Hellstromme speaks, his British-accented voice amplified through a loudspeaker,

"I predicted you would make it here. And just in time to act as the required sacrifices. Wonderful!"

"Your puny devices and weapons have no hope of penetrating this protective sphere. With the flip of a switch I could unleash mechanized doom upon you. You live only because it is my desire that you live.

"Behold as all the seeds that I, Dr. Darius Hellstromme, have planted grow and bear fruit. Behold, and tremble. When humanity has transcended death and loss, only then will you understand why I have done all this. Only then will you see how it enriches your existence and embrace the truth."

If your players don't realize it by now, have a nonplayer character make the suggestion: The best way to stop Hellstromme may be to talk him out of doing the loco thing he's about to do. But that's easier said than done.

Run any such attempt as a **Social Conflict** (see *Savage Worlds*). During each of three rounds, a cowpuncher makes an opposed Persuasion roll against Hellstromme. Charisma bonuses count, and fast-talkin' dudes can argue cooperatively to add their bonuses to the primary speaker's rolls. Broaching details about Hellstromme's personal

life and history, or plead for young Mary Jones' life, grant a +2 bonus at the Marshal's discretion.

But there's a twist to this Social Conflict: During any round Hellstromme wins the opposed Persuasion roll, his Touched Special Ability (see the *Deadlands Marshal's Handbook*) causes the opposing speaker to come around to his point of view, accepting that opening the Hell Gate is the only logical and noble course of action. The speaker gets a Spirit roll to resist, as usual. On a failure, the character switches positions and argues in favor of Hellstromme's wishes until he or she succeeds on the Spirit roll to break free of the bad doctor's mental influence.

Consult the following results to see what effect the heroes' rhetoric has on Hellstromme.

Social Conflict Results

Margin of Victory	Result
Tie	Unimpressed: Hellstromme remains wholly convinced that his actions are good, noble, and correct. Heroic orators need to start over.
1-2	Seed of Doubt: The doctor isn't completely convinced, but he allows for a moment that his solution may not be the best available. He adopts a "wait-and-see" attitude and continues to open the Hell Gate.
3-4	Change of Heart: Hellstromme gains a full understanding of the consequences of opening the Hell Gate without certain protections in place. He sets about trying to reverse the process...for now.
5+	Existential Crisis: If the posse scores five or more successes, Hellstromme's beliefs are shaken to the core. For the first time in his life he asks himself, " <i>Have I committed evil acts in pursuit of a greater good?</i> " He works to reverse the Hell Gate's opening.

The Door Is Ajar

If the heroes score less than three successes, Hellstromme ignores them and shifts his focus to the Hell Gate, from which an unearthly howling emanates. With three or more successes, the mad scientist's brow furrows and he nods slowly. When the astonished pistoleros ask him to confirm he'll shut down the gate, Hellstromme says matter-of-factly,

"I cannot shut it down. The process began almost an hour before you arrived. Did you really think I would allow you to pierce my sanctum if you had any hope of altering the outcome?"

As if in response to Hellstromme's words, a searingly cold blast of air jets from inside the ring. White light springs into being and swells, blinding everyone in the Abyssal Chamber. Read the following,

Suddenly a dismal world is visible beyond the Hell Gate: a sullen forest of gray, dead trees mired in a fetid swamp. This can only be the Wood of Suicides. In the trees' crumbling bark, faces writhe in eternal agony. Unholy beasts and demonic forms caper and leap among the trees, continually snapping off dead branches and causing the souls trapped within the trunks to moan in agony.

Everyone who witnesses this infernal scene must make a Fear check at -4. Slowly, the demonic creatures turn and regard the Hell Gate, finally perceiving it as a portal to the living world. Great ropy loops of drool dangle from their toothed jaws as they advance.

From inside the dome, Hellstromme's amplified voice bellows,

"Vanessa! VANESSA! I've come to rescue you, at long last, my one and only love!"

A woman's face, beautiful in agonizing repose, seems to float to the surface of one of the trees. Saddletramps who succeed on a Smarts roll realize the face bears a very strong resemblance to that of the young woman asleep inside the dome.

But when the spirit steps out of the tree's trunk, smiling evilly, it's not Vanessa Hellstromme at all. A ghostly figure with coiffed reddish-brown hair and wearing a fancy suit steps toward the

DEADLANDS: GOOD INTENTIONS

Hell Gate—the same specter the caballeros encountered in the abandoned laboratory near Mexican Hat (way back in episode two). He giggles uncontrollably and shouts,

“Hello Darius! Remember me? It’s Dex Crawford. The innocent bystander you murdered to effect an escape from the very gates of Hell. The gates are open now, you wrinkled blowhard. On behalf of my new friends, I thank you for your help. We will bring about a new age of mankind...it’s extinction.

“You may as well stop fiddling with those knobs and dials, Hellstromme. Vanessa isn’t here anymore. She hasn’t been for quite some time. When you showed your hand and revealed your heart’s desires, she was taken somewhere very secret, very safe...and quite painful.

“Knock-knock! Dexter’s home.”

As the heroes watch in horror, demonic legions surge forth to follow Dex Crawford through the Hell Gate. Only the posse and their allies stand against the devils’ foul tide.

Hold the Breach!

Before the saddletramps can make peace with whatever powers they hold dear, Hellstromme’s

voice shouts at them through the loudspeaker, torn by rage and sadness,

“You there! Hold back the tide! I shall endeavor to undo this unholy debacle.”

Deal the Action Cards, Marshal. Assuming the cowpokes scored three or more successes during the Social Conflict, it takes Hellstromme 13 rounds to stop the Hell Gate (since it cannot be closed, the doctor instead works to overload the mechanism and thus destroy it). If they scored two or fewer successes, Hellstromme only now begins the overloading process, and it takes him 13 + 1d6 rounds to complete the process.

During the first round Dexter Crawford’s ghost, three plague demons, and a devilkin charge through the portal to rend the sentinels limb from limb. On the third round and every other round thereafter, 2d6 additional demons emerge from the Hell Gate, as listed below. Each time this occurs, at least two of the blasphemous critters scamper off into the dark tunnels to spread disease and chaos throughout the mortal world.

- **Dr. Darius Hellstromme:** See the *Deadlands Marshal’s Handbook*.
- **Dexter Crawford:** See page 154.
- **Devilkin (1):** See below.

- **Plague Devils (2 per hero, then 1d6 every other round):** See below.
- **Quill Devils (1d6 every other round):** See page 109.

Devilkin

Devilkin are minor minions of the Reckoners. They are humanoid, but have cloven hooves and the head of a goat.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d8



Attributes: Agility d8, Smarts d10(A), Spirit d8, Strength d8, Vigor d8

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

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

Special Abilities:

- **Black Magic:** Devilkin have 20 Power Points and know the following spells: *barrier* (invisible wall), *bolt* (fiery bolts from eyes), *detect/conceal arcana* (word of power), *fear* (curses), *obscure* (cloud of darkness), *puppet* (hypnotic gaze), and *stun* (word of power).
- **Fear:** Anyone seeing the creature must make a Fear test.
- **Kick:** Str+d4.

Plague Devil

These manitous-made-flesh resemble humans, but are covered in weeping sores, pus-filled boils, and are surrounded by a dark halo of flies.

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

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

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

Special Abilities:

- **Claws:** Str+d4.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half damage from nonmagical attacks except for ghost steel.
- **Disease (-2):** Anyone touched by a plague devil who fails a Vigor roll catches a virulent plague. Each day thereafter, they must make a Vigor roll or lose one die of Strength and Vigor. If either attribute reaches zero, the victim dies. On a roll of 1 on any Vigor roll, regardless of Wild Die, the disease becomes contagious. Anyone the victim physically contacts must also make a Vigor roll or catch the disease. A Healing roll at -4 may be attempted each day to cure the disease. Reduced attributes return at the rate of one die per week.
- **Fear (-2):** Anyone seeing the creature must make a Fear test at -2.



- **Halo of Flies:** The swarm of flies around a plague devil make it hard to hit. Attackers suffer a -2 penalty to all attack rolls.
- **Weakness (Ghost Steel):** Plague demons take normal damage from ghost steel weapons.

The Gate Swings Shut

If any brave cowpokes are still standing at the end of 13 rounds, read the following:

A wrenching scream of tortured metal fills the Abyssal Chamber. You look up to see the Hell Gate glowing white hot. It begins to melt, sag, and fold in upon itself. Demonic entities on both sides of the doorway wail in dismay.

Smoke fills the air as the portal flickers. The view into Hell vanishes. The Hell Gate collapses in a pile of fiery slag, melting the stone floor, sinking slowly but inexorably out of sight. And it doesn't stop.

You step gingerly to the edge of a newly formed chasm where the Hell Gate stood moments earlier, its sides dripping with red-hot magma. Twenty feet below, the Hell Gate's remains plume smoke and continue to burn a hole toward the earth's center...and they keep going until they're swallowed in Stygian depths.

Some devils may remain in the physical world, and these continue to put up one Hell of a fight. But Hellstromme activates a hitherto-dormant

pair of automatons to aid the posse in mopping up any remaining opposition.

 **War Drones (2):** See page 142.

The Damage Done

When the last demonic entities have been driven off or lie dead on the chamber floor, Hellstromme's automatons aim their Gatling guns at the sodbusters and stand menacingly still. A hiss of escaping oxygen sounds in the silent chamber, and a hatch opens in the side of Hellstromme's protective dome.

Flanked by five clockwork tarantulas he controls with his New Science glove, Hellstromme strides forward to regard the surviving heroes with a look of imperious outrage. At length he utters these words:

"In fewer than five minutes, you have undone decades of planning and study, years of construction, and months of mental preparation. In a single stroke, you have dashed all the hopes and dreams that sustain me to glittering shards. My life's work lies in ruin. And yet...the only words I can think to offer you are these:

"Thank you.

"I must retire to further study, in the hope I one day come to terms with and comprehend what has happened today. You may see yourselves out."

With that, Hellstromme re-enters the dome and seals the hatch. The sphere roars to life and reveals itself as a vehicle of sorts, which rises from the floor and rumbles away into the labyrinth beneath Hellstromme Industries. The buckaroos catch one last glimpse of Hellstromme inside, the control deck level despite the sphere's motion, his face set in a melancholy mask.

Happily Ever After

In the course of overloading the Hell Gate, Hellstromme managed to shut down nearly every device and automaton in the factory. In practical terms, this means a large fortune in ghost rock, steam-powered vehicles, and Infernal Devices sits unattended for anyone who's willing and able to cart it off.

After a day or so, looters from Junkyard swarm over the place, and a day after that the plant's

automated defenses resume operation and seal the buildings against further intrusion. Whatever the heroes get away with, they keep.

Darius Hellstromme goes into seclusion on his estate, although Hellstromme Industries, Ltd. and the Wasatch Railroad continue operating much as they did before. The world's pre-eminent mad scientist is only seen a handful of times until 1893, when he publishes an essay titled "Pure Science" in *New Science* magazine, one that handily smashes the Sons of Sitgreaves' burgeoning movement. After that, Hellstromme's public appearances grow ever more rare. Sometime after the turn of the century, the doctor vanishes from his estate...gone to parts unknown.

Hellstromme's *body*, however—missing its brain—eventually ends up in a secret laboratory in the Union's Fort 51 in Nevada. But how it got there and what becomes of it are stories for another time, Marshal.

Wild Blue Yonder

The heroes are no longer troubled by Hellstromme's agents, Wasatch officials, or Danite operatives (not directly, at least). They may be called upon the help hunt down any devils that escaped the Abyssal Chamber, or to aid the Union and Nevada Smith in other adventures, or to defend their knowledge of Hellstromme's deepest and darkest secrets.

On the other hand, the shootists have been through a bonfire of trials and suffering. One can hardly blame them for wanting to ride off into the sunset looking for a nice, quiet place to retire from adventures and public service. When they do, it's clear this story has reached

THE END



Savage Tales

For those times when you're not running a Plot Point and you've got no tale of your own to spin, this chapter provides Savage Tales ready to be unleashed on your group. They take place in every corner of Pestilence's realm, giving you a good reason to draw the posse to the various weird locales described earlier. Each tale includes the location where it begins, but many tales take the heroes somewhere else in the course of their telling.

Some of these tales set up an interesting situation with enough complications to sustain a few hours' play, while others get more in-depth. Run them as written or change the details around to suit your group.

EARLY BIRDS

Location: Salt Flats

Run this tale anytime your posse is out traveling on the Salt Flats. There they come across a sorry excuse for a fella: broken, bleeding, and as weary as a tomcat walkin' in mud.

The Story So Far

Harold Towers opened the Salt Flats Worming Company in 1875 not to cash in on the great rattler hunts, but for revenge. The year prior, a great red worm killed Towers' daughter.

Towers was the only entrepreneur to undertake worming for vengeance; his goal was no less than total extermination. He repurposed Confederate warships sold off after the Navy switched to steamships, making them into "landships" (see sidebar on page 128).

Thing is, there were other hunters out on the flats before Towers came along — as early as '71 by most accounts. Many of the gangs tried various methods to hunt rattlers involving staked cattle and rifles, but the worms were usually too smart for them. There aren't many hunters left in 1882.

An inventor named Crazy Pete took it a step further. He invented a glider from which he bombs the worms with dynamite. His glider crews were the big bugs on the flats before Towers came along; for Pete and his gang, dropping dynamite on Towers' flagship was only the beginning! Since then the "competition" between the two

LANDSHIPS

Former Confederate sailing ships, Towers' landships are amazing feats of engineering. He installed massive wheels on the hulls of four frigates, as well as large steam boilers. Landships are propelled by a combination of wind and steam power.

Towers also added light metal plates to the hull. They're not strong enough to repel cannonballs, but they stop a rattler from tearing through the hull before it can be dry-gulched.

To catch a rattler, the crew tosses a calf or sheep over the side. When a rattler pops up to eat it, the crew harpoons the beast. It burrows underground, but the crew kicks in the steam boiler and charts a different course. Once the worm is exhausted, they haul it to the surface little by little and plug it full of lead when it's revealed.

Rattler fat is sold to the factories for oil, and the meat is greasy but edible. Rattler skins are fashioned into skullchucker armor or tossed out with the tentacles.

There are five landships in the fleet. The flagship is the *Esmerelda*, named for Towers' lost daughter. The other four are named for local cities: the *Providence*, *Ogden*, *Morgan*, and *Corrine*.

Acc/Top Speed: 5/20; **Toughness:** 20 (4); **Crew:** 20+80; **Cost:** \$25,000; **Notes:** Armor +4 (Ghost steel, Heavy Armor). Driving -2 in rough terrain. Travels approximately 30 miles per pound of ghost rock.

Weapons: Harpoon gun (Range 20/40/80, Damage 4d8, RoF 1, Heavy Weapon); 4× Gatling guns (Range 24/48/96, Damage 2d8, RoF 3, AP 2), 4× 6-lb cannons (Range 24" path, Damage 2d6, RoF 1, Heavy Weapon)

Malfunction: If a Driving roll results in snake eyes, the ghost rock boiler explodes, causing 4d10 damage to everyone in a Large Burst Template (including those aboard, and the vehicle).

companies has only gotten worse...while the salt rattler population has gradually recovered.

The Setup

Out on the Salt Flats the posse sees a sorry-looking man staggering along the trail up ahead. He's bloody and beaten to near an inch of his life. He gasps through a swollen mouth,

"Howdy, amigos. Any o' you spare a sip o' water for a dyin' man?"

This is Paul Sibert, leader of the Worm Hunters. After all these years of hotshot gliding and "buzzing" the landships' Gatlings, the landship *Ogden* finally shot him out of the sky.

Sibert doesn't tell the posse this, though. He says very little until he's certain they don't work with Towers. After all, he lived to tell the tale but he ain't doing so hot: Sibert has two wounds from the crash and a level of Fatigue from Thirst.

If they have a conveyance or horses, Sibert asks the cowpokes if they might kindly spare a ride to the nearest Worm Hunters' camp.

Buckaroos who scan the horizon with a Notice roll (-4) pick out a black speck almost unmoving in the sky nearly two miles distant. Only with magnification can a dude see that it's a tethered satellite (the *Ogden's* crew spying on them!).



Paul Sibert

Paul is almost singlehandedly responsible for escalating a few skirmishes into what the *Epitaph* calls the "Worm Wars." He's not a bad man, just a young hothead.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d4, Gambling d4, Guts d8, Notice d6, Piloting d12, Shooting d6, Stealth d10, Survival d4, Throwing d8, Tracking d6

Cha: 0; **Grit:** 3; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Enemy (Harold Towers), Overconfident

Edges: Ace, Brave, Dodge, Hard to Kill, Luck, Marksman

Gear: 2× dynamite sticks, Sharps Big 50 (Range 24/48/96, Damage 2d10, RoF 1, AP 2), 5× extra cartridges.

Goin' Somewhere?

Once the posse finishes negotiating with Sibert they set out on the trail again. Only a mile and a half farther on, they approach a tall, rocky outcropping on the trail's right side.

Shootists with the Danger Sense Edge can make a Notice roll now. Crewmembers of the landship *Ogden* are hidden in the rocks, waiting to ambush and capture Paul Sibert, the hated leader of their enemies.

As the posse gets closer, allow everyone a Notice roll (-4) to see them before a voice rings out across the flats:

"Stop right there, all o' you! We got a dozen rifles on you, and a whole ship's worth o' reinforcements right behind this-a-here rock."

"Unless you're lookin' to kick the bucket I suggest you throw down your guns and come on slow, hands a-reachin' for the sky. Easy now."

If the posse makes any sudden moves, the crewmen open fire with their rifles from Long Range (approximately 90"). Deal Action Cards; the *Ogden's* snipers begin having Aimed and with The Drop. There is no cover except the caballeros' horses or vehicle.

The *Ogden* is parked just out of sight behind the outcrop, awaiting orders to join any firefight that breaks out. In that case the landship rumbles into sight and opens fire with a broadside of Gatling guns (see sidebar) and gunfire.

- **Worm Whalers (12):** See below.

Worm Whalers

Towers' crews are rough adventurers, Mormon and Gentile alike. They hate and fear the worms, but also respect their power.

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

Skills: Climbing d8, Driving d8, Fighting d8, Guts d8, Intimidation d10, Notice d8, Shooting d8, Stealth d8, Survival d8, Taunt d8

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

Gear: Two carry Sharps Big 50s, six have Winchester '73s, and the rest only pistols.

Disaster on the Flats

Whether the posse surrenders or fights back, the *Ogden* fires up its boilers and cruises into view after two rounds. If a firefight rages, the worm whalers up on the bluff fire at the characters, while two of the *Ogden's* Gatling guns riddle the posse's horses and vehicles with lead.

Three rounds after that, everyone involved in the standoff is shocked to see the whalers become the hunted. Read this:

From either side of the Ogden's hull you see a pair of giant, blood-red tentacles slide up from the earth like earthworms to grasp it. Then another pair, then four more, and yet four again. The earth all around the landship churns and buckles as an unseen school of giant things squirms beneath the surface – rattlers!

While Paul Sibert's squadron did battle with the *Ogden's* worm whalers, other predators noted their presence and followed, gathering more of their kind along the way. Now they number 10, plus an interested observer deep beneath the flats: the Blood Worm!

Call for a Notice roll as six rattlers attack the *Ogden* en masse. With success the keen-eyed observer sees four earthen mounds approaching at a tremendous clip: the telltale sign of burrowing rattlers. If no one else thinks of it Paul Sibert yells,

"Run for that outcrop or we're all dead!"



The Blood Worm: See page 129.

- **Salt Rattlers (10):** See page 148.

Predators and Prey

Have a few worms barrel toward the posse, Marshal, and keep it close but make sure no more than one rattler attacks them before they make it onto the outcropping. If the heroes have a vehicle, the worms ignore it unless someone starts it up.

Once the cowpokes vamoose up the side of the lone rock in sight, the rattlers converge on the *Ogden* and lay waste to it. The massive worms, too many to fend off, rock the ship back and forth with their tentacles until it overturns with a massive crash, spilling crewmen all over the desert floor. A total slaughter ensues.

DEADLANDS: GOOD INTENTIONS

Any worm whalers still on the rock are in shock, so they don't raise a fuss about the heroes and Sibert joining them. On the contrary, they grimace and cry as they watch their friends get eaten and hear the distant screams off the flats, a few of them taking potshots at the tentacles.

Finally the killing is done, and the angry rattlers go at the *Ogden's* cracked hull like hornets. Saddletramps hear the keening of wooden beams snapping and splintering. About an hour after the attack started, there's no sign of the *Ogden*, its crew, or the rattlers.

Four rattlers still lie in wait all around the outcrop, silent and still. They know full well the posse and some crewmen are up on the rock.

The worm whalers have no water or rations with them (they weren't expecting to be away from their vessel for long). If no one else suggests it, after about two hours in the blazing sun two worm whalers decide to make a break for aid. "Surely the worms are gone by now," they insist.

The pair of crewmen—a man and a woman—get about 50 yards (25") from the outcrop, with no sign of trouble (they take a Sharps Big 50 and a Winchester '73). The man turns to wave, smiling. An abrupt flurry of red tentacles sprouts from the flats as they're attacked by four rattlers!

Now's the time to let your group start running the worm whalers as allied Extras, Marshal.

- **Salt Rattlers (4):** See page 148.
- **Worm Whalers (2):** See page 129.

The Siege

Now the battle of wits begins, Marshal. After circling the outcrop for a few minutes the rattlers settle in to wait again. Far down below, their master the Blood Worm still lurks too! And they're all very, very patient.

Consult the rules for **Heat** and **Thirst** in *Savage Worlds* as the temperature skyrockets. The rattlers just had a good meal so they can wait as long as it takes; waiting them out probably isn't an option unless the cowpokes are extremely resourceful.

Let your players devise their own plans to get off the rock, Marshal. They might somehow lure the rattlers to the surface and kill them one by one,

or come up with some other ploy to misdirect or destroy them.

Remember the rattlers are smart too, and they realize the prey likely doesn't know exactly how many of them remain. They use this to their advantage. If the posse has a rough go of things, only the four rattlers face them.

If they find the challenge too easy, the fabled Blood Worm joins the fray in an attempt to teach these upstarts a lesson. If even the Blood Worm feels its life is at risk, it flees to lick its wounds and fight another day.

 **The Blood Worm:** See page 129.

 **Paul Sibert:** See page 128.

- **Salt Rattlers (4):** See page 148.
- **Worm Whalers (10):** See page 129.

Three Days on the Rock

The buckaroos and their allies must escape, defeat the rattlers, or survive for three days on the rock. Draw for encounters as usual (see page 75); the rattlers attack nearly anything or anyone that approaches.

On the morning of the fourth day, a glider soars high over the rock, makes another pass, then swoops in low. Its pilot, Crazy Pete, drops a message in a tin can which reads:

I see you got yourself stuck. Let's get you out of there. —Pete

Sibert and the worm whalers explain who Crazy Pete is (or the heroes know with a Common Knowledge roll). It's still up to the group to devise a way out of this mess, but at least they've got an angel on their shoulders to help out.

Crazy Pete

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

Skills: Gambling d10, Guts d8, Knowledge (Engineering) d10, Notice d8, Piloting d10, Persuasion d8, Repair d10, Shooting d8, Stealth d8, Survival d10, Throwing d8, Tracking d6, Weird Science d10

Cha: 0; **Grit:** 5; **Pace:** 6; **Parry:** 2; **Toughness:** 6

Hindrances: Dementia (Paranoia), Elderly

Edges: Alertness, Arcane Background (Weird Science), Gadgeteer, Improved Dodge, McGyver, New Powers, Power Points

Powers: Blast (dynamite bomb), deflection (repulsion module), fly (glider); **Power Points:** 30

Gear: Glider, 10× dynamite sticks.

Aftermath

If the posse is able to rescue both Paul Sibert and the worm whalers with Crazy Pete's help, the tragedy ushers in a new era of understanding and cooperation between the two firms. If the worm whalers perish or Paul Sibert dies, the so-called "Ogden Incident" is the powderkeg that sparks an all-out Worm War on the flats.

GRAVEYARD FOLLIES

Location: Gentile graveyard

In this tale, an item the group needs has just been buried with its recently killed owner. The adventure works best if it's an item connected to the heroes, one they have a personal stake in retrieving. Barring that, a contact or employer such as Jeb Morgan or Nevada Smith might hire them to bring back a small, silver locket.

The Setup

The setup is simple: The searchers know an outlaw named Buckskin Kid Platt was the last to possess the item. But Kid Platt was just hung and buried in the Gentile graveyard four days earlier, wearing his signature blue kerchief. The sodbusters don't have to be graverobbers...but they *do* have to rob a grave! Too bad for them it's already been robbed.

Dead o' Night

Unless they're looking to get arrested or shot, it's best for heroes to go digging up graves at night. Problem is plenty of people have the same idea on a regular basis.

At the Gentile graveyard, success on a Notice or Smarts roll allows a group to find the right grave. But Kid Platt's corpse—along with several

others nearby—has been dug up and stolen! Read this to the players:

As you look at the empty graves in disbelief, a faint clank sounds from over the hill. You see the dim glow of a lantern bobbing in the trees, and hear a hushed but angry voice. Then the pair of arguing silhouettes vanishes over the hilltop.

Right away, have the compadres roll Notice at the gravesite; anyone who specifically searches for clues adds +2 to the roll. The highest Notice roll finds a discarded, sealed envelope trampled into the dirt. Inside is a handwritten note that reads:

Manfred,

Contact me at your earliest opportunity, my friend. I simply must know if your latest attempt met with success, and I am concerned for your well-being.

G. Tremane

If they don't remember reading about him in the *Epitaph*, a Common Knowledge roll pegs the author as Dr. Gregory Tremane. Most locals have heard of the reclusive master of electricity who lives on a Wasatch mountaintop.

First Things First

Investigating the lantern light and voices turns up a pair of graverobbers doing their nasty business. They are inactive sentries.

These are Cletus Red and Willy Banks. They've just finished collecting a load of corpses for their employer, and are loading them and the shovels into the back of a steam wagon by lantern light.

The pair argues over who gets to drive the wagon. Any buckaroo who spends more than 15 seconds listening realizes they've got less brains between them than a terrapin's got feathers.

They fight back against an attack unless they're clearly outnumbered or outdrawn. If either one is shot or killed the other breaks down in lusty sobs and surrenders. Success on a Persuasion or Test of Will convinces Cletus or Willy to reveal their employer's identity: the alchemist Madam Gretchin Rasmussen of Junkyard.

If the heroes check the six corpses in the steam wagon, none of them is Buckskin Kid Platt.

- **Cletus & Willy:** See below.

DEADLANDS: GOOD INTENTIONS

Cletus & Willy

Cletus and Willy don't know too much. They're in it for the money.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Climbing d6, Driving d6, Fighting d6, Guts d4, Knowledge (Occult) d4, Notice d6, Riding d6, Shooting d6

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

Gear: Club (Str+d4), Double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), steam wagon.

Next Steps

After their encounter at the Gentile graveyard the posse may wish to speak with Cletus and Willy's employer. Or they might opt to visit Dr. Gregory Tremane's mountainside home. Either choice gets heroes closer to the goal.

The Electrical Prodigy

It takes most of a day to travel to Dr. Tremane's mountainside residence and back. That's right, Marshal, we said *side*. Tremane's precarious residence is perched on stilts over a drop of hundreds of feet.

The front doorknob delivers a strong electric shock if touched (Vigor roll at -2 or be Shaken for 1d4 rounds). Once inside, moving around the home with the very friendly and urbane Dr. Tremane is dangerous too. Every time a character moves around the house, roll a d20. On a 20 a board snaps; the visitor must succeed on an Agility roll or plummet over 100 feet to the rocks.

Tremane has no problem knowing where to step and where not to. Cowpokes who follow in his footsteps don't have to roll. If the note is mentioned, he says of Stark,

"I don't know why you should have found my note to him left behind in the cemetery. But that is indeed distressing. Would you please go and ensure that he is well? His mansion isn't far from the Gentile cemetery, high on a hill. You can't miss it."

If the posse agrees to do this, Tremane gives them an electrostatic gun (reminding them that he invented it) and three electrostatic knives (page 27) for their trouble.



Dr. Gregory Tremane

Tremane isn't up to anything nefarious, but he has spoken to Stark periodically for years and considers him a friend.

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

Skills: Climbing d6, Guts d6, Knowledge (Electrical Engineering) d12, Knowledge (Engineering) d12, Knowledge (Occult) d12, Riding d6

Cha: 0; **Grit:** 2; **Pace:** 6; **Parry:** 2; **Toughness:** 6

Hindrances: Curious, Dementia (Absent Minded)

Edges: Arcane Background (Weird Science), New Powers, Power Points, Scholar (Electrical Engineering, Engineering)

Powers: *Bolt* (electrostatic gun), *deflection* (static charge field), *healing* (Electric cell revitalizer);

Power Points: 25

Gear: Tool kit.

Burn Ward

At her offices in Junkyard, she welcomes the group in cautiously. Besides the fact that she has her goons robbing the cemetery so she can experiment on fresh corpses, Rasmussen is a stern but agreeable old dame. She explains,

"In death they may yet help the living."

With success on a Persuasion roll she allows curious cowpokes to pick through her collection of dead flesh, but none of the corpses is that of Kid Platt. Rasmussen points out that Dr. Manfred Stark, who lives quite close to the cemetery, also has hired thugs stealing bodies...for what use, she hasn't the vaguest notion.

If the group has already played the Savage Tale **Shooting Starr** (page 136) and killed or apprehended Starr, Madam Rasmussen is aware of this. She thanks the heroes profusely for "avenging my poor Claus," and gives them a gift: Eight jars of healing unguent (page 30).



Madam Rasmussen

Madam Rasmussen treats burn victims from the factories in Junkyard, seeking the elusive formula that will allow her to restore life to her husband Claus, who was burned to death by Utah Starr (leader of the Scorpions) in 1872. Ten years later she still hasn't succeeded, but her obsession won't let her stop trying.

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

Skills: Climbing d6, Driving d6, Guts d8, Healing d8, Knowledge (Alchemy) d12+1, Knowledge (Chemistry) d12+1, Knowledge (Medicine) d12, Knowledge (Occult) d12+1, Notice d10, Persuasion d6, Shooting d6

Cha: +2; **Grit:** 4; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Vow (Resurrect her dead husband)

Edges: Alchemy, Arcane Background (Weird Science), Attractive, New Powers, Power Points, Scholar (Alchemy, Occult)

Powers: Boost/lower trait (Elixir), healing (Salve), speed (Tonic); **Power Points:** 30

Gear: 2× double-barrel shotguns (Range 12/24/48, Damage 1-3d6, RoF 1-2), 10 extra shells.

All Trails Lead to Stark Manor

Stark's Victorian manor overlooks Gentile cemetery and the City o' Gloom. When visitors arrive Stark's three well-meaning but idiotic servants confront them at the front door, simultaneously standoffish and timid.

Pete, Ed, and Ed don't have much interest in fighting an obviously superior bunch like the cowpokes, but they're also under orders to admit no one. Stark's experienced a great shock (so to speak) and is not seeing visitors. More likely than not, the muchachos insist.

- **Pete, Ed, & Ed:** See below.

Pete, Ed, & Ed

These three are truly clueless, doing their master's bidding with slack jaws and dull eyes.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Climbing d6, Driving d6, Fighting d6, Guts d4, Knowledge (Occult) d4, Notice d6, Riding d6, Shooting d6

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

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

Doctor Stark, I Presume?

When they gain entrance to his study Stark is initially taken back, but success on a Persuasion roll or Test of Will convinces him to listen. Once he's heard all about Kid Platt and the lost item the cowpokes seek, Stark asks the searchers to come along with him. He takes them upstairs to his laboratory: It is a shambles of broken glass and smashed machiney. He says sadly,

"For years I have endeavored to create a new form of life, stitched together from the pieces of corpses those dolts dig up. Electricity was the key, and now, to my dismay, I have succeeded! My servants cannot repair this mistake."

Stark offers the heroes free reign to dig through his corpses, but first they have to hunt down and destroy the "monster" he created. It went mad and broke free, laid waste to the lab, and fled into Junkyard. Pursuers may use a combination of Notice, Tracking, and Streetwise rolls to find the tortured, confused abomination.



The Monster: Use Patchwork Man profile in the *Deadlands Marshal's Handbook*.



Dr. Manfred Stark

A British scientist, Stark is the City o' Gloom's resident "Frankenstein," trying to create new life from pieces of the dead. He writes an occasional hotel review for the *Tombstone Epitaph*.

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

Skills: Climbing d6, Driving d6, Fighting d6, Guts d10, Healing d12+2, Intimidation d8, Knowledge (Alchemy) d12, Knowledge (Biology) d12, Knowledge (Chemistry) d12, Knowledge (Medicine) d12, Knowledge (Occult) d12, Notice d10

Cha: 0; **Grit:** 5; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Vow (Create artificial life)

DEADLANDS: GOOD INTENTIONS

Edges: Alchemy, Arcane Background (Weird Science), Eureka!, Master (Healing), New Power, Scholar (Medicine, Occult), Spook, Supernatural Attribute (Smarts, Vigor)

Powers: *Armor* (Reinforced lab coat), *fear* (Evil eye lenses); **Power Points:** 20

Gear: Dr. Stark is never armed.

Special Abilities:

- **Harrowed:** +1 Grit, +2 on Fear checks. Toughness +2. Needs 1d6 hours of sleep per night. Only a head shot can kill. "Death" only puts Stark down for 1d6 days. Immune to poison and disease.

Aftermath

When the posse returns to Dr. Stark with some kind of proof they did away with his creation, the scientist sheds a tear for his experiment gone wrong. He allows the group to rifle through the sepulcher adjoining his lab, where success on a Notice roll spots Kid Platt's trademark blue kerchief. Sure enough, the silver locket (or whatever item the party sought) is still in his breast pocket.

IN THE MEANTIME

Location: St. George

This encounter takes place whenever the posse's traveling in southern Deseret. They wander into a confusing maze of canyons only to find they're being stalked by a killer.

The Lone Gunman

Killed by the Nauvoo Legion, Texas Ranger Frank McMean came back Harrowed and hungry for vengeance, with his manitou firmly in Dominion. McMean never did get his chance to spring a deadly trap on the unit that strung him up, but he practices on unfortunate travelers. The local Paiutes call him "Ghost Man."

A Survival roll seeking water leads the group to a spring in a maze of canyons. It takes three consecutive successful Survival or Tracking rolls to navigate out, each roll taking one day. All the while, Frank McMean stalks the saddletramps.

He might cause a rockslide on the slope above the posse. It takes an Agility roll (-2) to leap clear or find a nook to hide in. On a failure, the character is swept by the rockslide for 10+2d10", suffering 1d6 damage per 5" or part thereof.

Or McMean might simply drop a large rock on a traveler's head (2d8 damage), or randomly open fire from Heavy Cover at Long Range, take down a few targets, then flee. McMean is as disagreeable and lowdown as his name.

If the shootists manage to get out of the Harrowed's canyon death trap, McMean considers it a challenge. He stalks them across Deseret and becomes a recurring foe.



Frank McMean

McMean's profile includes Harrowed Hindrances and Edges found in the *Deadlands: Stone and a Hard Place Player's Guide*, available at www.peginc.com.

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

Skills: Climbing d8, Driving d8, Fighting d10, Guts d10, Intimidation d10, Knowledge (Law) d8, Knowledge (Occult) d10, Knowledge (Language: Paiute) d6, Knowledge (Language: Spanish) d6, Notice d8, Riding d10, Shooting d12, Stealth d8, Streetwise d8, Survival d6, Taunt d6, Throwing d8, Tracking d10

Cha: -6; **Grit:** 7; **Pace:** 6; **Parry:** 9; **Toughness:** 11

Hindrances: Bloodthirsty, Degeneration (Minor), Mean

Edges: Behold a Pale Horse..., Brawny, Command, Connections (Texas Rangers), Duelist, Improved Block, Improved Dodge, Improved Hip-Shooting, Inspire, Marksman, Quick Draw, Rebel Yell, Reputation, Strong Willed, Texas Ranger, True Grit

Gear: Single-action Colt Dragoon (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 30 extra cartridges, double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), 20 extra shells, Winchester '73 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), 20 extra cartridges, Bowie knife (Str+d4+1, AP 1), war horse (Smudge, a Wild Card, see *Savage Worlds*), bedroll, rope

(10"), 8× dynamite sticks, 3× whiskey quarts, cigarillos, matches.

Special Abilities:

- **Harrowed:** +1 Grit, +2 on Fear checks. Toughness +2. Needs 1d6 hours of sleep per night. Only a head shot can kill. "Death" only puts Frank down for 1d6 days. Immune to poison and disease.
- **Harrowed Edges:** Dead Man's Hand, Ghost, Implacable, Soul Eater, Speakin' With the Dead, Supernatural Attribute (Strength, Vigor), Unholy Host.

THE LOST LOCO

Location: Smith & Robards compound

This dangerous adventure is perfect for when the compadres work as a delivery team for Smith & Robards. In that case it comes as a personal request from the bosses themselves, who offer a bonus of \$1,000 each on completion. Alternately, Agent Smith or another interested party might hire them for the job of recovering Hellstromme's personal rail runner, lost since June of '81.

Follow the Old Ways

While returning from a recent delivery to Grand Island, Nebraska, 600-Pound Sally saw a skirmish between three Rail Barons' forces, the largest she'd seen this year. Wasatch, Empire Rails, and Black River rail warriors clashed northeast of where the Overland Trail intersects with the Denver-Pacific and Wasatch lines.

Sally caught a glimpse of a crater blown open by dynamite, and it revealed a tunnel under the earth. She's certain she saw gleaming ghost steel rails in that tunnel, pointed north: the fabled Deadwood spur of the Plutonian Express (see *Deadlands: The Last Sons* for all the facts). As it's explained to the posse,

"When the Black Hills War ended in 1881, a significant event took place in the Sioux Nations. As a result technology no longer functions within the wicasas' lands. No guns, no steam wagons, not even saddles. Any tools more complex than the natives use are simply 'on hold' until one leaves the Sioux Nations.

RAIL TUNNEL ENCOUNTERS

Use this table to generate encounters while the posse travels underground. See the *Deadlands Marshal's Handbook* for profiles.

d8	Encounter
1	Demon
2	Tunnel Critter Elder & 2d12 Tunnel Critters
3	2d10 Walkin' Dead
4	1d4 Ghosts
5	Night Horror
6	Prairie Tick Queen & 2d6 Prairie Tick Swarms
7	1d8 Will o' the Wisps
8	Hangin' Judge

"When technology ceased functioning, Dr. Hellstromme was forced to abandon his personal rail runner – a steam carriage that runs on earth or rails – in his underground rail tunnel south of Deadwood. We have reason to believe it remains there, and we want you to retrieve it."

The Long Journey

This tale presents a perilous undertaking and a logistical challenge for your group. The inert rail runner lies on the Deadwood spur of the Plutonian Express roughly at the point Wyoming, Nebraska, and Dakota meet. It must be towed by horses to the Nations' border before it functions.

Handle encounters normally during the journey east, and use the **Rail Tunnel Encounters Table** (see sidebar) when the posse enters the Plutonian Express. The abandoned spur to Deadwood has become far darker and frightening since '81 (Fear Level 5).

It takes roughly eight horses to pull the rail runner's weight on the tracks and travel normal distances per day. When it leaves the Sioux Nations, the rail runner functions and can be used to return home (once it's driven out of the crater). If a posse looks inside, read this:



You step into the most luxurious rail car you've ever seen. The walls are carpeted with rich red velvet panels inset into cherry wood. Brass fixtures, handrails, and a short dining table complete the opulent picture.

The rail runner's automated defenses are in stasis. When the cowpokes step into the rail runner for the first time outside the Nations, read the following:

Eight hidden compartments swing open, revealing angry mechanical spiders that scurry to attack!

- **Clockwork Tarantulas (8):** See the *Deadlands Marshal's Handbook*.

Aftermath

Should the group have an easy time in the rail tunnel, the Marshal might have some of those rail warriors take an active interest in claiming Hellstromme's rail runner before it reaches Deseret. Should they barely leave the tunnel with their lives, it's more merciful to see them to limp into Salt Lake.

SHOOTING STARR

Location: City o' Gloom

One day the *Deseret News* and the *Tombstone Epitaph* carry the same breathless headline: **BONITA ROSE CAPTURED!** The infamous leader of the Outcasts was run to ground near Ogden and now cools her heels in the City Jail. (See page 42 for information on Bonita and her gang.)

The Setup

Perhaps referred by Jeb Morgan, Sheriff Eli Waters approaches the heroes with a job offer. The Mormon elders offered Bonita Rose a full pardon if she helps them track down and apprehend Utah Starr, leader of the Scorpions. (The elders have no intention of honoring the deal.)

Bonita accepted, but now Sheriff Waters needs a team of bounty hunters to accompany her and arrest Starr. He offers \$2,000 for the job (\$500 more than Starr's bounty), but a successful Persuasion roll talks him up to \$3,000.



Bonita Rose

Bonita abandoned the Outcasts after they killed one too many Mormons for her taste. She knows the Saints won't keep their word, but she has no intention of keeping hers either.

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

Skills: Climbing d10, Driving d12, Fighting d10, Gambling d8, Guts d8, Intimidation d10, Knowledge (Battle) d8, Knowledge (Language: Paiute) d6, Knowledge (Language: Spanish) d6, Lockpicking d10, Notice d8, Persuasion d10, Repair dx, Riding d10, Shooting d12, Stealth d12, Survival d8, Taunt d10, Tracking d8

Cha: +4; **Grit:** 6; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Hindrances: Code of Honor, Quirk (Loves Utah), Wanted (Major)

Edges: Ace, Attractive, Block, Charismatic, Combat Reflexes, Command, Damned, Dodge, Duelist, Improved Hip Shooting, Marksman, Quick Draw, Reputation, Rock and Roll!, Scout, Speed Load, Strong Willed, True Grit

Gear: Hidden lockpicks.

Along the Zephyr Line

Bonita knows the Scorpions prey exclusively on Denver-Pacific trains in western Deseret and Nevada. She suggests the group take a train or travel the line in search of her former colleagues.

Bonita bargains for a gun but settles for not being handcuffed. Generate encounters as usual, and run an **Interlude** (see *Savage Worlds*) around the nightly campfires. Buckaroos can roll Notice versus Bonita's Persuasion to see through her act once they've spent a little time with her.

It's In His Nature

If the posse succeeds on three consecutive Tracking rolls (each takes a day), or rides enough trains (1d4), they catch up with Utah Starr and the Scorpions. The posse's tactics and precautions likely determine how that meeting takes place, so we leave it open for the Marshal to set a scene.

The Scorpions number almost a score, and travel in two steam wagons (three Scorpions in each) and four velocipedes (two with sidecars). The last six Scorpions ride horses. Utah drives the lead steam wagon, which is armed with a Gatling gun and flamethrower.

 **Utah Starr:** See below.

- **Scorpions (18):** Use the Outlaw profile in the *Deadlands Marshal's Handbook*, but add Driving d8 and Repair d6.

Utah Starr

Utah is a blonde, blue-eyed, rough-cut bandit with perpetually tanned skin. He wears black leathers with a matching hat.

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

Skills: Climbing d8, Driving d10, Fighting d10, Gambling d8, Guts d8, Intimidation d12, Knowledge (Battle) d8, Knowledge (Language: Spanish) d6, Notice d6, Riding d10, Shooting d12+1, Stealth d8, Survival d8

Cha: +2; **Grit:** 5; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Greedy (Major), Wanted (Major)

Edges: Charismatic, Combat Reflexes, Command, Dead Shot, Duelist, Followers (Scorpion Gang), Improved Dodge, Marksman,

Quick Draw, Reputation, Scavenger, Speed Load, Strong Willed

Gear: Double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), velocipede.

Collectin' the Bounty

Bonita bides her time until she can leap onto a velocipede or steam wagon and speed away (use the **Chase** rules in *Savage Worlds*) or pick her handcuffs and slip away. That said, until then she's loyal and helpful; she follows a code after all. Could be she talks the heroes into "losing" her. Either way, Sheriff Waters pays the bounty on Utah Starr and any other Scorpions the team brings back dead or alive.

UNDER THE MOUNTAIN

Location: Smith & Robards compound

Here's another tale designed for a posse employed by Smith & Robards. After a distressing rise in device malfunctions and injuries in the compound, management sends a team into the tunnels under Mount Necessity to eradicate a long-ignored infestation: gremlins!

Down in the Hole

Spelunkers need plenty of light sources and climbing equipment to make the eight-hour descent into Mount Necessity's roots. At the very least, explorers must make two separate Climbing checks, an Agility roll to negotiate a tight squeeze, and a Swimming roll to traverse a flooded tunnel. Then their troubles *really* begin.

The Trouble With Gremlins

The gremlin population has swollen to almost 200 of the fiends in a honeycomb of tunnels. Most of them dwell in an enormous cavern at the center. There's no question they must be eliminated, but can the muchachos make it out alive?

Packs of gremlins numbering four plus 1d6 per hero harass the characters constantly, until they're all dead or the cowpokes are. They come in green, black, red, and albino varieties. Different tribes of gremlins don't like each other much, but

DEADLANDS: GOOD INTENTIONS

they put aside their differences to attack intruders and bust up their Infernal Devices.

- **Green Gremlins:** See the *Deadlands Marshal's Handbook*.
- **Black Gremlins:** As above, but add Str d6.
- **Albino Gremlins:** Add Str d6 and the Frenzy Edge.
- **Red Gremlins:** Add Smarts d8.

The Ascent

The cowpokes are likely to be more focused on escape than wiping out the colony, with gremlins harassing them all the way. In case of retreat, S&R management requests further expeditions to clear the remaining vermin.

VALLEY O' THE HUNGRY

Location: Valley of the Gods

This encounter occurs when the posse travels through the Valley of the Gods, near Mexican Hat. Several months ago Wasatch scientists fled a secret roundhouse laboratory nearby. In the process, two long-imprisoned faminites escaped into the wild. Soon they discovered some miners and began to multiply...

So Very Hungry

On the trail, sodbusters see a group of miners up ahead who seem to be in distress as they fruitlessly chase a jackrabbit. When the group gets closer they see the truth: These miners are possessed of a manic hunger and violent! Deal Action Cards as they attack.

- **Faminites (1 per hero):** See page 143. These creatures lack the Infection Special Ability.

Patient(s) Zero

A Tracking roll follows the miners' trail back to their camp, where 12 more hungry faminites squabble over scraps. The original creatures (who are spreading the infection) must be stopped to truly remove the threat: They spend their time eating bats in a mine about six miles distant.

- **True Faminites (2):** See page 143. These things are still capable of Infecting victims.

WHO STALKS THE LURKERS?

Location: Junkyard

This tale takes the group on a tour of Junkyard, and introduces characters to serve as future allies.

The Setup

Word quickly circulates in Salt Lake City when deputies capture two of the masked bandits known as Lurkers, only to find they're actually children! Ferguson (age 17) and Janie (age 15) Mullins are in the sheriff's custody, stubbornly refusing to give up their fellow gang members.

The kids have one unlikely advocate: monster hunter Walter Jennings. The disagreeable old coot may not be much for conversation, but he knows about the real lurkers and hopes to avoid a miscarriage of justice. Jennings has heard of the sodbusters' exploits, so he contacts them for help:

"The real lurkers lair in Junkyard. We'll scare up a few of them and get some proof. Just like me and 'Buffalo' Tom used to do, rest his soul."



Walter Jennings

Walt Jennings (no relation to Coot) was inducted into the Twilight Legion a few years ago. He has knowledge of various abominations.

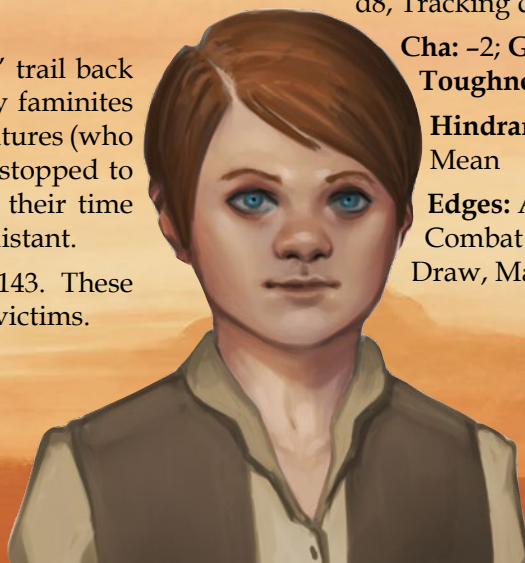
Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d8, Driving d8, Fighting d6, Guts d8, Intimidation d8, Knowledge (Demolitions) d6, Knowledge (Occult) d8, Knowledge (Language: Paiute) d6, Knowledge (Trade: Tanning) d8, Notice d8, Riding d8, Shooting d8, Stealth d8, Survival d8, Swimming d8, Tracking d10

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

Hindrances: Greedy (Minor), Mean

Edges: Alertness, Brave, Combat Reflexes, Dodge, Quick Draw, Marksman, Speed Load



Gear: Sharps Big 50 (Range 24/48/96, Damage 2d10, RoF 1, AP 2), 5× extra cartridges, 5× silver cartridges, knife (Str+d4), hammer, 6× wooden stakes, steam carriage, horse, *Ranger's Bible*.

The Hunt Is On

Walt Jennings leads the way into Junkyard and the Steel Sky, hoping to scare up the prey. Instead, a few hours' search turns up the other Lurkers. The orphaned siblings range from age 18 to 20 and number three, led by Billy Mullins. Billy offers any help they can give; he knows the Steel Sky like the back of his hand.

- **Lurker Gang (3):** See below.

"The Lurkers"

These kids have grown up a lot since they got started. They're a little creepy but mean well.

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

Skills: Climbing d10, Fighting d10, Guts d4, Knowledge (Steel Sky) d8, Notice d6, Stealth d10, Throwing d10

Cha: 0; **Pace:** 8; **Parry:** 8; **Toughness:** 5

Hindrances: Loyal, Wanted (Major)

Edges: Acrobat, Fleet-Footed

Gear: Metal pipes (Str+d6), lassos and swing harnesses, soot masks.

Another Ally

During the search, use the **Steel Sky Table** (page 78) as well as oozers and alleycats. In Junkyard the group comes across another ally, the Reverend Hungate. Hungate claims the Lord told him to help, and that's that.



Rev. Bob Hungate

This Baptist preacher is wanted by several spy agencies for recklessly spouting the truth, but he knows a lot about the Reckoning and its causes.

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

Skills: Climbing d6, Faith d12, Fighting d8, Guts d12, Intimidation d10, Knowledge (Language: Latin d8),

d10, Knowledge (Occult) d10, Knowledge (Theology) d8, Notice d10, Riding d6, Shooting d6, Stealth d6, Swimming d6

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

Hindrances: Heroic, Wanted (Major)

Edges: Arcane Background (Blessed), Charismatic, Command, Conviction, Dodge, Flock, New Powers, Power Points

Powers: *Exorcism* (prayer), *protection* (prayer), *pummel* (spiritual backhand), *sanctify* (prayer), *warrior's gift* (battle hymn); **Power Points:** 25

Gear: Iron pipe (Str+d6), Colt Dragoon (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 3 extra cartridges, Bible.

Out o' the Past

Let the players decide what "proof" they get: Photos from an *Epitaph* camera or a dead lurker will do. At the height of the battle, Walt Jennings' old partner—thought dead these two years—returns for some Reckoning-fueled revenge.

- **Lurkers (1 per hero):** See page 145.



"Buffalo" Tom

After Tom died on a mission, the Reckoners brought him back to sully his own good name.

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

Skills: Climbing d10, Fighting d10, Intimidation d8, Notice d10, Shooting d8, Stealth d8, Survival d8, Swimming d8, Tracking d10

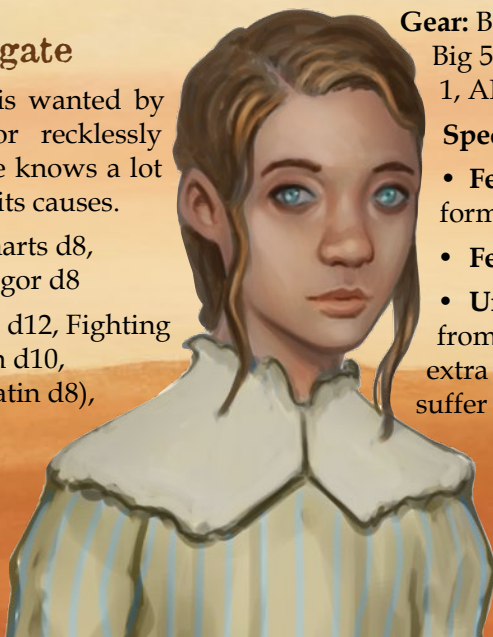
Pace: 8; **Parry:** 8; **Toughness:** 10

Edges: Block, Brawny, Fleet-Footed, Knack (Seventh Son), Scout, Wilderness Man

Gear: Bladed war club (Str+d8, AP 2), Sharps Big 50 (Range 24/48/96, Damage 2d10, RoF 1, AP 2), velocipede.

Special Abilities:

- **Fear:** "Buffalo" Tom's massive, decaying form sparks a Fear check.
- **Fearless:** Immune to fear, Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage (except to the head). Does not suffer wound modifiers.





AMIRIS
PARA

Encounters

The City o' Gloom: Despite the pall that covers its sky, it's the most technologically advanced metropolis on earth in 1882. Surely, you'd think, such a beacon of New Science enlightenment is free of the monsters plaguing the Weird West. But you'd be wrong, amigo.

Dead wrong. Salt Lake City and Deseret are home to some of the Weird West's most potent, terrifying, and persistent varmints and critters. And they stalk Deseret's wilds just as surely as they lurk in the City o' Gloom's back streets, sewers, and factories. When Hellstromme's big project nears completion, more manitous than ever before are drawn to its power.

Throughout this volume we indicate Wild Cards with a Marshal's badge by the critter's name, not unlike this here example: .

ABOMINATIONS

Out in the deserts and hills, abominations can afford to be a little more blatant in their attempts to hitch up the Fear level. In the City of Gloom's more civilized environs, however, they're forced to be more subtle lest they gain the attention of Black Chaplains, the Agency, or pesky heroes looking to make names for themselves.

Alleycat

Back in 1872 the "mechanical cat" craze swept Salt Lake City. Everyone simply had to have one. Dr. Irwin Gottlieb got in on the act by creating the alleycats. He was trying to replicate Hellstromme's automatons but did his work far too well: The cats came to supernatural life and killed their inventor. The metal monsters have lurked in Junkyard's back alleys ever since.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d4

Skills: Fighting d6, Notice d8, Stealth d8, Tracking d6

Pace: 8; **Parry:** 5; **Toughness:** 4 (2)

Special Abilities:

- **Armor (+2):** Alleycats are steel-plated.
- **Bite/Claw:** Str+d4.
- **Size -2:** Alleycats are similarly sized to felines.
- **Small:** Attackers subtract 2 from attempts to hit an alleycat.

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- **Steal Breath:** When a victim is Incapacitated (or sleeping) alleycats steal her breath. The target must make a Vigor roll (-2) each round or gain a Fatigue level; this effect can kill.

Automaton, Prototype

Most folks are familiar with Hellstromme's automatons and clockwork tarantulas, but the factory's always churning out improved models. Some of these experiments have passed muster and entered the testing phase.



Mannikin

The mannikin was developed by Hellstromme himself. It is perhaps the most insidious of his automata. Unlike other automatons, it can pass for human! It is human-shaped, has fluid movement, and a rubberized, lifelike mask covers its head. Special baffles and filters mask its ghost-rock furnace, and only the freshest brains are implanted in these models.

Of course, the mannikin's charade doesn't stand up to inspection (simple success on a Notice roll sees through the ruse), but slap a broad-brim hat and a greatcoat on it and a mannikin can blend into crowds with ease.

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

Skills: Fighting d10, Notice d6, Shooting d10, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** Mannikins are iron-plated.
- **Construct:** +2 to recover from Shaken. No additional damage from called shots. Immune to disease and poison.
- **Fearless:** Mannikins are immune to Fear and Intimidation.
- **Fists:** Str+d4.
- **Plague Darts:** Range 10/20/40, Damage Special, Shots 8, RoF 1. A mannikin can fire tiny darts from four fingers of each hand, one dart per shot. The darts cannot penetrate Armor of any type. If a dart hits, the target must roll Vigor (-2) against a Short Term, Lethal virus (see **Disease** in *Savage Worlds*).
- **Self-Destruct:** If a mannikin is Incapacitated, it explodes in an area equal to a Medium Burst Template, inflicting 2d6 damage.
- **Weakness (Head):** Attacks that target a mannikin's head do normal damage.



War Drone

These improved versions of conventional automatons (see the *Deadlands Marshal's Handbook*) are exceedingly rare due to the immense time and expense that goes into creating them. Hellstromme only dispatches them on missions of the utmost import.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d12+2, Vigor d12+2

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d8

Pace: 4; **Parry:** 6; **Toughness:** 16 (6)

Gear: Steam Gatling (Range 24/48/96, Damage 2d8, RoF 4, AP 3), 60 rounds of ammunition.



Special Abilities:

- **Armor +6:** War drones have thick ghost-steel plating.
- **Claw:** Str+d8.
- **Construct:** +2 to recover from Shaken. No additional damage from called shots. Immune to disease and poison.
- **Fearless:** War drones are immune to Fear and Intimidation.
- **Gyrostabilizer:** The war drone suffers no recoil penalty when firing its Gatling.
- **Hardy:** A second Shaken result does not cause a Wound.
- **Self-Destruct:** If a war drone is Incapacitated, it explodes in an area equal to a Large Burst Template, inflicting 3d6 damage on anyone within.
- **Size +1:** War drones are considerably bulkier than a human.
- **Weakness (Head):** Attacks that target a war drone's head do normal damage.

Evil Tree Spirit

The first of these creatures came to the City o' Gloom in 1876, after woodcutters working for Danwoody's Furniture Factory cut down a twisted tree in a haunted grove in the mountains. Since then, other teams have returned there to procure more of the well-cured, "old" wood. As a consequence, more tree spirits work to wreak their vengeance on the living – with fire!

The evil spirit dwells in a given tree's gnarled heart, its spirit doomed to fade away. It can animate itself three times as a grotesque "tree man" before it dies. The transformation takes one full round to complete.

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

Skills: Fighting d8, Intimidation d12, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 10 (1)

Special Abilities:

- **Animate Slivers:** As an action, a tree spirit can animate 2d6 slivers (see below) in a Large Burst Template centered on itself.
- **Armor +1:** A tree spirit is covered in bark.

- **Claws:** Str+2d6, Reach 2".
- **Coup (Splinters):** A Harrowed who drinks in a tree spirit's essence gains its Splinters Special Ability (see below). However, the deader now needs to drink two quarts of water a day to survive (see **Thirst** in *Savage Worlds*).
- **Fear -2:** Tree spirits spur a Fear check (-2) when revealed in their true form.
- **Size +2:** Tree spirits stand eight feet tall and are extremely dense.
- **Splinters:** A tree spirit can shake its great limbs to hurl wooden splinters. Everyone in a Cone Template is hit for 2d4 damage.
- **Weakness (Fire):** Tree spirits take double damage from fire and powers with fiery Trappings.

Sliver

These tiny splinters of cursed wood are animated by a tree spirit to cause mayhem before their animating spark fades.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d8, Guts d6, Notice d6, Stealth d12, Taunt d6

Pace: 6; **Parry:** 6; **Toughness:** 3

Special Abilities:

- **Size -2:** Slivers are about six inches tall.
- **Weakness (Fire):** Slivers take double damage from fire and powers with fiery Trappings, but unlike tree spirits they do not fear it.

Faminite

Faminites are victims of a plague that was thought to be extinct after the Great Deluge (see *Deadlands: The Flood*). These piteous creations eat anything, even human flesh, but most prefer food. But no matter how much they wolf down, their hunger is sated for only a short time. Under no circumstances do faminites eat others of their kind, though they chow down on someone they infect before that person becomes a full faminite.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d10

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

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

Gear: Most have clubs (Str+d4), but a few carry firearms.

Special Abilities:

- **Bite:** Str+d4.
- **Claws:** Str+d6.
- **Fear:** The very unsettling sight of a faminite causes a Fear check.
- **Infection:** Anyone so much as nicked (Shaken or wounded by bite or claw) by a faminite joins their ranks in 24 hours. Wild Cards can avoid this fate with a successful Vigor roll (-2), but Extras are doomed to become faminites. During this time, the victim becomes increasingly hungry and thin. Her fingernails lengthen and turn into sharp, infectious claws. Only death or the miracle *greater healing* can stop the disease's progress. If the blessed laying on hands fails the roll, she has to make her own Vigor roll (-2) or become infected as well.
- **Size -1:** Faminites are much thinner than your average Joe.
- **Weakness (Evil Taint):** Faminites cannot enter an area that's been properly *sanctified*.

Gargoyle

The Welshman's two statues-come-to-life have been busy in their mountaintop hideaway since they left the Temple in 1876. In fact they've spawned a brood that are growing fast, bringing the tribe's total population to eight. This means they need a correspondingly larger amount of fresh meat to sustain them.

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

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

Pace: 6; **Parry:** 7; **Toughness:** 10 (2)

Special Abilities:

- **Armor +2:** Gargoyles have rock-hard skin.
- **Claws:** Str+d6.
- **Coup (Stoneskin):** A deader who absorbs a gargoyle's essence gains Armor +2 all over her

body. She also gains an unnatural appetite for rocks, which tend to be rough on the teeth.

- **Fear -2:** A gargoyle's demonic appearance provokes a Fear test (-2).
- **Flight:** Pace 18.
- **Immunity (Magic):** Gargoyles are completely unaffected by arcane powers, even black magic.
- **Size +2:** Gargoyles are eight feet tall and astoundingly heavy.
- **Weakness (Miracles):** Powers invoked by a blessed affect gargoyles normally.

Gargoyle Young 'Uns

These critters aren't as big as their parents, but they're twice as hungry and fast as lightning.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d4, Notice d6, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 7 (2)

Special Abilities:

- **Armor +2:** Gargoyles have rock-hard skin.
- **Claws:** Str+d6.
- **Flight:** Pace 24.
- **Immunity (Magic):** Gargoyles are completely unaffected by arcane powers, even black magic.
- **Weakness (Miracles):** Powers invoked by a blessed affect gargoyles normally.

Lake Hellion (Swarm)

Soot and other stranger pollutants have leached into the Great Salt Lake over the years, when they weren't simply dumped in by careless waste removal crews. Their foul influence has mutated the lake's brine shrimp into ravenous beasts about six inches long, with a thick carapace, nasty pincers, and the ability to suck life energy! Incidentally, the Great Salt Lake's resident sea monster "Briny" (see page 68) eats swarms of these critters like candy.

A lake hellion swarm is treated just like a creature. When it is wounded, the swarm is effectively dispersed. Swarms cover an area

equal to a Medium Burst Template and attack everyone within every round.

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

Skills: Notice d6, Swimming d10

Pace: —; **Parry:** 4; **Toughness:** 8 (1)

Special Abilities:

- **Aquatic:** Pace 10". Lake hellions are at home in the water.
- **Armor +1:** The hellions' thick carapaces provide protection.
- **Fear:** Seeing a swarm of these things go to work on flesh provokes a Fear test.
- **Pincers:** Lake hellions inflict hundreds of painful nips every round, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed, rigid suits are immune).
- **Split:** Hellion swarms are diabolically clever; they split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2; Because the swarm is composed of hundreds of creatures, cutting and piercing weapons do no real damage. Area-effect weapons that function underwater work normally, and a character can stomp to inflict his damage in Strength each round (assuming the water is shallow enough!).
- **Soul Sucker:** No matter how much damage they inflict, simply being within a swarm of lake hellions is dangerous. Each round, everyone in the Medium Burst Template must succeed on a Vigor roll or take a level of Fatigue as the hellions drain away life energy. This Fatigue cannot be removed by arcane powers, fades at a rate of one level per day, and can kill: Cowpokes who die from it are almost certain to return as some variety of undead.

Lurker

As it so often does, the Reckoning's dark magic has transformed peoples' fears of the Steel Sky's so-called "lurkers" (see page 145) into

abominations that stalk the night and drive the area's Fear Level ever higher. The real lurkers are grotesque humanoids with four spider-like arms ending in cruel hooks. They have gray-furred bodies, horrendous compound eyes, and the ability to spit webs from their fanged maws with deadly accuracy.

Attributes: Agility d12, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d12+2, Fighting d12+1, Guts d8, Intimidation d6, Notice d6, Shooting d6, Stealth d12+1, Tracking d8

Pace: 10; **Parry:** 8; **Toughness:** 6

Special Abilities:

- **Claws:** Str+d6. Lurkers attack once per round with each of their four arms, with no multi-action penalty.
- **Fear -4:** Seeing one of these sickening man-spider hybrids provokes a Fear check at -4.
- **Implantation:** When a victim is thoroughly entangled by webs (see below), lurkers descend on him and inject eggs into the bloodstream. The victim falls into a semiconscious state. The eggs hatch into six new lurkers 1d6 days later, an event that kills the host. Until the moment of death the eggs can be removed with *healing* magic or surgically (a Healing roll at -4, or -2 if the surgeon has done this before). Failure on the Healing roll inflicts a wound, but the doctor can try again; snake eyes means the patient is Incapacitated and Bleeding Out (see *Savage Worlds*).
- **Wall Walker:** Lurkers only make Climbing rolls in the most adverse situations. Otherwise they automatically walk on vertical or inverted surfaces at their full Pace.
- **Web:** Range 1/2/4, Damage Special, RoF 1. Instead of attacking with its claws, a lurker may spit webs from its mouth with a Shooting roll opposed by the target's Agility. Success indicates partial restraint; the target suffers -2 to Pace and Agility- and Strength-linked skills. A raise restrains the target fully. The webs have Toughness 12, and the victim can break free with success on an Agility or Strength roll.

Mountain Meadows Ghost

The Mountain Meadows Massacre is rarely spoken of among the Saints, because it remains one of the most shameful chapters in Deseret's history. During the Mormon War, a group of settlers from Missouri were tricked and then murdered by their Mormon "escorts." The ghosts of Mountain Meadows haven't rested since.

Having achieved a shred of material reality, the ghosts appear en masse in the City o' Gloom every moonless night to murder a Saint.

Their leader "Jack" (a Wild Card ghost; use the profile below but add Persuasion d8 and Tracking d6) singles out a Mormon in a crowd and talks the poor devil into accompanying him. In a secluded street or alleyway the ghosts—appearing as pale, bloody corpses with long, jagged nails—swarm around the victim and strangle him to death.

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

Skills: Fighting d8, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Coup (Ghost):** A deader of Seasoned Rank or higher who's nearby when the Mountain Meadows ghosts are laid to rest gains the Harrowed Edge Ghost.
- **Ethereal:** Although semi-material, these ghosts suffer no damage from normal weapons. Magic and magic weapons affect them normally.
- **Fear -4:** These ghosts' hideous appearance coupled with their semi-reality invokes a Fear test at -4.
- **Grapple:** The horrifying specters gain a +1 to Fighting rolls to Grapple in addition to any Ganging Up bonus for multiple attackers (see *Savage Worlds*).
- **Weakness (Sanctification):** These ghosts cannot be exorcised; they must all be laid to rest at once by finding the victims' bones and burying them all in *sanctified* ground.



Oreway Skulker

Along the westernmost of the City o' Gloom's oreways, in the dark of night the ghosts of miners

killed in the ghost-rock crushers return to unholy life. They scuttle like spiders along the undersides of the oreways and stalk trespassers. When a skulker finds prey, it creeps up behind and tries to smash the victim's head with rock-hard fists. Although there are many oreway skulkers, only one ever materializes on a given night.

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

Skills: Fighting d8, Notice d6, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Club Fists:** Str+d10. If a skulker gets The Drop on an opponent, he may direct a called shot at the victim's head with no penalty.
- **Fear -2:** Seeing one of these rotting, crushed miners provokes a Fear check at -2.
- **Spry:** Attackers subtract 2 from ranged attacks to hit a skulker, and skulkers add +2 to Agility rolls to avoid area-of-effect attacks.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no extra damage from called shots; does not suffer wound penalties.
- **Wall Walker:** Skulkers automatically walk on vertical or inverted surfaces at their full Pace.

Rat, Large

There are all sorts of rats in the City o' Gloom, from your garden variety *Rattus rattus* and *Rattus norvegicus* to hordes of biting vermin (best simulated using the Swarm stats in *Savage Worlds*) to the larger, Reckoning-fueled varieties listed here.

Big Rat

In the darkness these brutes might be mistaken for large raccoons or even small dogs. The gray-furred, jagged-incisored, lightning-fast truth is terrifying. Big rats are oddly cunning, and travel in packs numbering roughly six to 12.

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

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

Pace: 10; **Parry:** 6; **Toughness:** 3

Special Abilities:

- **Bite:** Str+d4.
- **Infection:** Rats carry all sorts of infectious maladies, and the ones under Pestilence's roof are even worse. Anyone wounded by a big rat's bite contracts a Short Term, Debilitating Disease (Vigor -2, see *Savage Worlds*).
- **Size -2:** Big rats are roughly the size of cats or small dogs.
- **Small:** Attackers subtract 2 from attack rolls directed at big rats.

Junk Rat

Rats eat just about anything. Big rats that feast on enough factory runoff, ghost rock, and ghost steel trinkets eventually become clanking, alloyed terrors unaffected by magic.

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

Skills: Fighting d8, Intimidation d6, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 7 (2)

Special Abilities:

- **Armor +2:** Ghost steel scraps form protective plates under the rat's skin.
- **Bite:** Str+d6.
- **Fear:** Viewing one of these metal terrors provokes a Fear test.
- **Immunity (Magic):** Junk rats are completely impervious to magic effects and magic items. They suffer normal damage from mundane attacks and weapons.
- **Infection:** Rats carry all sorts of infectious maladies, and the ones under Pestilence's roof are even worse. Anyone wounded by a big rat's bite contracts a Short Term, Debilitating Disease (Vigor -2, see *Savage Worlds*).
- **Size -1:** Big rats are roughly the size of dogs.
- **Weakness (Ghost Steel):** Junk rats suffer double damage from weapons and ammunition made of ghost steel.

Mutant Rat

These are big rats that have been altered by exposure to Sludge (page 148) and turned into its pets. They are covered in slime and ooze, with

mangy patches of bubbling skin and milky white eyes. Mutant rats tend to gurgle and hiss.

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

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

Pace: 10; **Parry:** 6; **Toughness:** 5 (2)

Special Abilities:

- **Armor +2:** A mutant rat's rubbery skin and softened bones make it resilient to damage.
- **Bite:** Str+d4.
- **Ghost Rock Infection:** Anyone wounded by a mutant rat's bite must succeed on a Vigor roll at -2 or contract Ghost Rock Fever (page 46).
- **Fear:** Seeing these mutated monstrosities provokes a Fear test.
- **Size -2:** Big rats are roughly the size of cats or small dogs.
- **Small:** Attackers subtract 2 from attack rolls directed at big rats.

Horrors o' Deseret

A great many of the creatures detailed in the *Deadlands Marshal's Handbook* have been sighted all across Pestilence's demesne. These are: animate hand, automaton, The Black Regiment, bloodwire, bogie man, bone fiend, braincrawler, canker, carcajou, catamount, cemetery wolf, clockwork tarantula, desert thing, dread wolf, flesh jacket, gabriel hound, ghost, ghoul, 'glom, gremlin, humbug, jackalope, mourning mist, night haunt, night horror, night raven, nosferatu, patchwork man, pit wasp, pox walker, rattler, rattler young 'un, replicant, saddle burr, sand viper, scarecrow, sin eater, skinwalker, tommyknocker, tumblebleed, tunnel critter, walkin' dead, walkin' fossil, weeping widow, werewolf, and will o' the wisp.

DEADLANDS: GOOD INTENTIONS

Rattler, Salt

Salt rattlers, sometimes called Utah rattlers, are smaller than those found elsewhere in the West. Salt rattlers are blood-red in color; some have black stripes. Aside from those differences they're also faster, more intelligent, and downright *meaner*. They have to be—copious Infernal Devices, the nature of the Salt Flats, and the vigor with which rattlers are hunted by landships makes continued existence a struggle.

When a rattler moves in for the kill, it bursts up through the earth and tries to snag its prey with one of its tentacles. Though they have many tentacles, they never attempt to capture multiple targets unless their intended victims are very close together, such as a horse and rider, preferring to focus on a single quarry.

The salt rattlers of Deseret are said to be led by specimen known as the “Blood Worm” in landshipmen’s lore. The rumors are true: The Blood Worm is a Wild Card with a profile as below, except for Smarts d12+2 and Stealth d12.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d12+4, Vigor d12+2

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

Pace: 8; **Parry:** 6; **Toughness:** 24 (2)

Special Abilities:

- **Armor +2:** The worms are covered in thick, scaly skin. Clothing made of rattler hide grants Armor +1.
- **Bite:** Str+d12.
- **Burrowing:** 24”.
- **Coup (Beneath the Earth):** Any deader who kills a worm gains the ability to *burrow* up to 5” (as per the Monstrous Ability).
- **Fear (-2):** Anyone who encounters a rattler must make a Fear test at -2.
- **Gargantuan:** Heavy Armor. Attackers add +4 to their rolls to hit a rattler. Using its entire bulk, a rattler can slam itself down upon a foe or an obstacle. Add Size bonus to Strength for damage. Rattlers can affect an area equivalent to a Cone Template with their slam attack.

- **Seismic Sensors:** Rattlers sense their prey by vibrations in the sand. They can detect the movement of a man up to 100” (200 yards) distant. This is an opposed Notice versus Stealth if the prey is trying to step lightly (-2 if running), otherwise just a Notice roll for the rattler. Horses are detected at double the distance, wagons at triple.
- **Size +13:** The great worms are over 40 yards long, slightly smaller than the rattlers found in other parts of the West.
- **Tentacles:** Salt rattler tentacles are 10” (20 yards) long. When they grapple a target, they drag them toward the maw. Each success and raise on an opposed Strength roll drags the victim 1d6” closer to the hungry mouth. Each tentacle can take one wound (Toughness 12). Bullets and impaling weapons cause half damage, blunt attacks inflict no damage. Wounded tentacles don’t harm the rattler.
- **Weakness (Nerve Cluster):** Rattlers have a cluster of nerves deep in their bodies at the nexus of their tentacles. If targeted with a called shot (-6), damage ignores both the Size modifier and Heavy Armor of the rattler. Of course, the danger is in getting close enough to the rattler to take the shot!



Sludge

Sludge Creek is actually alive, filled with a self-aware, toxic goo that despises human life. It can think, hear, and feel, but cannot see or smell. So it stewes, trapped inside its own hatred, a caustic river infused with intelligence.

It knows that only subtlety keeps a large group of men with flamethrowers from torching it, so Sludge is careful to take only those victims that wander too close when no one else is around. These unfortunates are dragged to their deaths.

The monster is a smaller amount of the entire creek, sewers, and underground streams it fills. It can reach most places in Junkyard and the city by traveling through water pipes, and is always aware when someone enters it.

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

Skills: Fighting d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Acidic Tendrils:** Str+d10. Sludge can manifest and attack with two tendrils per round (with no multi-attack penalty). The tendrils are 5" (10 yards) long. If a tendril hits with a raise, it grapples and causes an additional 2d10 acid damage. On the following rounds, each success and raise on an opposed Strength roll drags the victim 1d6" closer to Sludge. Each tentacle can take one wound (Toughness 8). Wounded tentacles don't harm Sludge, and are reformed one round later.
- **Coup (Acidic Touch):** The deader who absorbs Sludge's foul essence gains a caustic grip that inflicts 1d8 damage with a touch. The ability cannot be "turned off," so it burns through gloves and the like.
- **Invulnerability:** Sludge is unaffected by attacks except its Weaknesses. All others pass harmlessly through its viscous form.
- **Fear (-4):** Seeing the Sludge revealed for what it truly is causes a Fear test at -4.
- **Oozers:** Sludge can break bits of itself off to explore the city and surrounding areas (see Oozer, below).
- **Weakness (Fire):** Since it's made of ghost rock, Sludge takes double damage from fire and fire-based attacks, but it can extinguish itself so as not to catch fire.
- **Weakness (Heart):** The only way to permanently kill Sludge is to find its heart under Empire Mill (see page 55) and destroy it. Otherwise Sludge regenerates completely in 1d8 weeks' time.
- **Weakness (Matter-Destroying Attacks):** Acid, energy, and magical effects designed to destroy matter affect Sludge normally.

Oozer

Sludge learned to create humanoid blobs of itself several years ago. Since then, it has grown far more adept in controlling its "bits" as they wander the city. They can remain autonomous for about three hours before they dissolve into "dead" puddles of flammable slime.

Oozers aren't quite as smart as Sludge, being infused with only a small portion of the creature's mind. They explore in an almost childlike fashion, touching and tasting everything they can. Unlike Sludge, they "see" their surroundings by sensing sounds.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d4

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

Special Abilities:

- **Acidic Arms:** Str+d4. If an oozer hits with a raise, the victim suffers 2d8 acid damage.
- **Invulnerability:** Sludge is unaffected by attacks except its Weaknesses. All others pass harmlessly through its viscous form.
- **Weakness (Fire):** Since they're made of ghost rock, oozers take double damage from fire and fire-based attacks.
- **Weakness (Matter-Destroying Attacks):** Acid, energy, and magical effects designed to destroy matter affect oozers normally.



Salt Stalker

Salt stalkers are evil elementals who dwell on the Salt Flats around the City of Gloom. They are humanoid, with bodies made of natural salt. Their eyes are dark hollows glowing with malignant green light. Salt stalkers prey upon travelers lost on the flats, draining them of their liquids until they are as parched as the desert.

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d12, Vigor d10

Skills: Fighting d6, Notice d8, Stealth d12, Tracking d10

Pace: 8; **Parry:** 7; **Toughness:** 7

Special Abilities:

- **Burrow:** 6". Salt stalkers can dissolve and move through the earth, but only on salty ground.
- **Dehydration:** Touch attack for 2d4 damage.
- **Fear -2:** An encounter with these unnatural horrors causes a Fear test at -2.
- **Combat Reflexes:** +2 to recover from being Shaken.

DEADLANDS: GOOD INTENTIONS

- **Dehydrate:** The salt stalker attacks by draining its victim's fluids. Every victim in a Large Burst Template must make a Vigor roll each round (add +2 if they chugged water in the last few minutes). Those who fail suffer a level of Fatigue. This effect can Incapacitate or kill.
- **Elemental:** Suffer no additional damage from called shots; Fearless; immune to disease and poison.
- **Invulnerability:** Salt stalkers are only harmed by water (see their Weakness, below).
- **Weakness (Salt Bond):** Salt stalkers are bound to the Salt Flats. They may not voluntarily lose contact with its soil. If forced onto other terrain, the thing must make a Vigor roll each round or perish.
- **Weakness (Water):** Small splashes of water cause the thing to hiss in pain but have no game effect. Dousing the thing in roughly a gallon of water Shakes it automatically. Several gallons causes 2d6 damage, and complete immersion (such as in a lake or a cascade of a hundred gallons or so) destroys it entirely.

HUMANS

Not all the foes your heroes face are supernatural creatures or critters. Here we provide you a few common allies and adversaries.

Blessed

A blessed might be a righteous crusader, a restrained pacifist, or a holy rolling evangelist. Note that this profile replaces the one found in the *Deadlands Marshal's Handbook*.

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

Skills: Faith d8, Fighting d6, Guts d6, Heal d6, Intimidate d6, Notice d6, Persuasion d6

Cha: 0; **Grit:** 1; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Heroic, Loyal, Pacifist (Minor)

Edges: Arcane Background (Blessed), Champion

Powers: Boost/lower Trait, protection, sanctify;

Power Points: 15

Gear: Hickory club (Str+d6), Bible, cross.

Danite

Danites are the Mormon Church's official troubleshooters, although it claims they don't exist. They also engage in campaigns of murder, arson, robbery, and other crimes to protect the Church at all costs. They have special badges that aid them in their never-ending battle against evil. Danite leaders are Wild Cards with whatever additional Combat Edges the Marshal desires.

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

Skills: Driving d8, Fighting d8, Guts d8, Healing d6, Intimidation d8, Investigation d6, Knowledge (Occult) d6, Notice d6, Persuasion d6, Repair d4, Riding d8, Shooting d8, Stealth d6, Streetwise d6, Survival d6

Cha: 0; **Grit:** 1; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Loyal, Vow (Serve the Mormon Church)

Edges: Brave, True Grit

Gear: Double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), Danite's badge.

Special Abilities:

- **Danite's Badge:** The church's avenging angels are given specially blessed badges that grant them the Champion Edge despite not having an Arcane Background. Each badge is tied to the person who's name is on it and their direct blood relatives. They have no effect on others.

Factory Worker

These clever engineers and technicians build working models of all the Infernal Devices the eggheads in the labs dream up.

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

Skills: Fighting d6, Notice d8, Repair d10, Shooting d6, Weird Science d6

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

Hindrances: Ailin'

Edges: Luck, McGyver, Scavenger

Gear: Wrench (Str+d4), soot mask, overalls.

Nauvoo Legionnaire

Most Legionnaires were soldiers in the Civil War before converting to Mormonism; they're a hard lot. The best of them are honorable soldiers equal to any other nation's, while the worst are liars and thieves hiding behind a uniform. Officers use the same profile but also have the Command Edge.

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

Skills: Climbing d8, Driving d8, Fighting d8, Guts d6, Intimidation d8, Notice d6, Riding d8, Shooting d8, Stealth d8, Survival d6, Tracking d6

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

Hindrances: —

Edges: Dodge, Soldier

Gear: Double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), Bowie knife (Str+d4, AP 1), riding horse.

Scientist

These highly educated researchers can be found in numerous Smith & Robards and Hellstromme factories scattered across Deseret.

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

Skills: Knowledge (any two sciences) d8, Notice d8, Repair d8, Weird Science d8

Cha: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 6 (1)

Hindrances: Quirk, Stubborn

Edges: Alertness, McGyver, Scholar

Gear: Tool kit, spare parts, lab coat, leather tunic (Armor +1, torso).

Skullchucker

Use this profile for the typical player of skullchucker, whether a 'chucker or a skullcracker. Team captains also have the Command Edge.

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

Skills: Fighting d8, Guts d4, Intimidation d8, Knowledge (Junkyard) d6, Throwing d6

Cha: 0; **Pace:** 8; **Parry:** 6; **Toughness:** 6

Hindrances: —

Edges: Block, Combat Reflexes, Fleet-Footed

Gear: Skullchucker armor (+2 versus blunt attacks), wooden staff (Str+d4, Parry +1).

Wasatch Rail Agent

Rail warriors fight the battles, while rail agents ensure the railroad's orderly and lawful operation once the battle's won. Hellstromme tasks these tough hombres with looking out for his rolling stock.

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

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

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

Hindrances: Bloodthirsty, Mean

Edges: Brave, Combat Reflexes, Marksman, Rock and Roll!, Reputation

Gear: Gatling pistol (Range 12/24/48, Damage 2d6, RoF 2, AP 1), 2 spare magazines.

X-Squad Trooper, Veteran

Some X-Squadders, once thought doomed, survived their first brush with New Science technology and became all the tougher for it. These hardened men and women serve at Hellstromme's most sensitive installations.

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

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d6, Repair d6, Shooting d10, Stealth d6

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

Hindrances: Enemy (Rail warriors), Mean

Edges: Brave, Combat Reflexes, Rock and Roll!, Speed Load

Gear: Mixed Gatling weapons, flamethrowers.

Special Abilities:

- **Weird Science:** Half of all veteran X-Squadders are equipped with an Infernal Device weapon; they gain one power with a Trapping of the Marshal's choice, and d10 in the requisite skill.

FAMOUS FOLKS

The Weird West keeps spawning new legends, while others grow in the telling. Here are some famous folks who dwell in Deseret.



Black Chaplains

The legendary Black Chaplains are quite real, and part of the Nauvoo Legion. But Gen. Young and his father Brigham call on them only in times of dire importance, typically in the face of a supernatural evil the Legion can't deal with alone. There are four Black Chaplains, each known only by his first name. They abandoned their surnames as a symbol of their sacrifice.



Paul

The eldest of the Black Chaplains, Paul worked under the Prophet before the Reckoning. He brooks no disrespect from the living nor from the abominations he slays. His once-dark hair has gone stark white, a lasting reminder of previous encounters with critters o' the night.

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

Skills: Driving d10, Faith d10, Fighting d10, Guts d10, Intimidation d12, Knowledge (Battle) d10, Knowledge (Occult) d10, Knowledge (Language, Paiute) d8, Knowledge (Theology) d8, Notice d10, Riding d10, Shooting d10, Stealth d8, Survival d6, Tracking d10

Cha: 0; **Grit:** 6; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Bad Dreams, Cautious, Grim Servant o' Death, Heroic, Vow (Serve the Mormon Church)

Edges: Arcane Background (Blessed), Behold A Pale Horse..., Brave, Champion, Command, Command Presence, Connections (Mormon Church), Connections (Paiute tribes), Conviction, Holy Warrior, Improved Dodge, Improved Level Headed, Inspire, Marksman, New Powers, Power Points, Quick Draw, Speed Load, True Grit

Powers: Blind, boost/lower Trait, deflection, dispel, exorcism, greater healing, protection, sanctify, smite, speak language, succor; **Power Points:** 25

Gear: Single-action Colt Walker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), 50x blessed silver ammunition for each weapon, riding horse, other gear as needed.

Special Abilities:

- **Divine Providence:** Whenever Paul spends a Benny on a Trait roll (including Soak), he adds +2 to the total.



John

John is the brawniest of the four. He prefers to whack evil things with his holy hickory stick. John has a bald pate with a fringe of brown hair stubbornly clinging to it.

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

Skills: Climbing d8, Driving d8, Faith d8, Fighting d10, Guts d8, Intimidation d10, Knowledge (Occult) d8, Knowledge (Theology) d6, Riding d8, Shooting d6, Stealth d8

Cha: 0; **Grit:** 5; **Pace:** 6; **Parry:** 9; **Toughness:** 9

Hindrances: Curious, Vow (Serve the Church)

Edges: Arcane Background (Blessed), Brawny, Brave, Champion, Connections (Mormon Church), Conviction, Dodge, Improved Block, New Powers, Power Points, Right Hand of the Devil, Speed Load

Powers: Deflection, protection, pummel, smite, warrior's gift; **Power Points:** 20

Gear: Relic hickory stick (Str+2d6), Winchester '73 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), 50x blessed silver ammunition for each weapon, riding horse, other gear as needed.

Special Abilities:

- **Spiritual Giant:** Owing to his tremendous spirit, John gains Toughness +1.



Luke

Luke is the joker, even though he is grim compared to most. John and David find his

morbid and grotesque humor amusing, although Paul doesn't cotton to it one bit.

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

Skills: Driving d10, Faith d8, Fighting d10, Gambling d12, Guts d8, Knowledge (Occult) d10, Knowledge (Theology) d8, Notice d12, Riding d10, Shooting d12, Stealth d12, Streetwise d12+1, Survival d12, Taunt d12+1

Cha: 0; **Grit:** 5; **Pace:** 6; **Parry:** 8; **Toughness:** 5

Hindrances: Curious, Heroic, Vow (Serve the Church)

Edges: Arcane Background (Blessed), Block, Combat Reflexes, Connections (Mormon Church), Conviction, Fast As Lightning, Gallows Humor, Hip-Shooting, Holy Warrior, Improved Arcane Resistance, Improved Dodge, New Powers, Power Points, Speed Load

Powers: *Armor, confusion, gambler, protection, succor*; **Power Points:** 20

Gear: Single-action Colt Walker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), 50x blessed silver ammunition for each weapon, riding horse, other gear as needed.

Special Abilities:

- **Wisdom:** Luke gains +2 to Smarts rolls and Smarts-based skill rolls.

David

The mysterious David is a former gunslinger. But only his three brother chaplains know what his name was back then. He has sandy blond hair, chiseled features, and dark eyes that hint at the horrors he's seen.

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

Skills: Faith d6, Fighting d8, Guts d6, Intimidation d6, Knowledge (Occult) d10, Knowledge (Theology) d10, Notice d8, Riding d8, Shooting d12, Stealth d8, Survival d8, Tracking d8

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



Hindrances: Grim Servant o' Death, Vow (Serve the Church)

Edges: Ambidextrous, Arcane Background (Blessed), Champion, Conviction, Damned, Dodge, Duelist, Improved Hip-Shooting, Marksman, New Powers, Power Points, Quick Draw, Rock and Roll!, Speed Load, Two-Fisted

Powers: *Beast friend, boost/lower Trait, dispel, protection, pummel*; **Power Points:** 20

Gear: 2× single-action Colt Walkers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), Gatling shotgun (Range 12/24/48, Damage 1-3d6, RoF 2), 50x blessed silver ammunition for each weapon, riding horse, other gear as needed.

Special Abilities:

- **Refuge o' Faith:** David can maintain his *protection* power for no Power Point cost.
- **Zeal:** At the beginning of each session, David picks a skill; he gains +2 on rolls of that Trait.

Brigham Young

Brigham Young is president of the Mormon Church and the Nation of Deseret, and founder of the City o' Gloom. Although he's as great a man as all those titles would imply, he's also complex. He holds a sincere confidence in the goodness of his motives and he achieves great things. But he is also merciless where enemies are concerned.

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

Skills: Climbing d6, Faith d12+2, Fighting d10, Guts d12, Intimidation d12, Knowledge (Battle) d10, Knowledge (Theology) d12, Knowledge (Occult) d10, Notice d10, Persuasion d10, Riding d10, Shooting d8, Survival d8, Taunt d8

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

Hindrances: Code of Honor, Heroic, Vengeful (Minor), Vow (Safeguard the Mormon Church)

Edges: Alertness, Arcane Background (Blessed), Champion, Charismatic, Command, Command Presence, Expert (Faith), Fervor, Holy Warrior, Improved Level-Headed, Improved Tough As Nails, Reputation, Snakeoil Salesman, Strong Willed, Tactician, True Grit

Gear: *Book of Mormon* (1st Printing), Umim and Thummim (see page 51), Joe's peep stone.

Special Abilities:

- **Miracles:** Brother Brigham has access to any power available to blessed, and no Power Points. He says a short prayer and rolls Faith to activate a power, modified by -0 for Novice Rank powers, -2 for Seasoned, and so forth. On a success the power takes effect; with a raise the power's duration is doubled.

Dexter Crawford

Dexter Crawford was a less-than-ethical huckster who stumbled onto Hellstromme's first expedition to Hell and paid for it with his life. A ghost trapped in the inferno since then, Crawford has had plenty of time to plan his revenge while withstanding the demons' excruciating torments.

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

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d10, Spellcasting d12, Stealth d12

Pace: 8; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Arcane Background (Huckster):** Crawford has 25 Power Points and can cast the *bolt*, *deflection*, *detect/conceal arcana*, *entangle*, *obscure*, *puppet*, and *teleport* powers.
- **Chill of the Grave:** Crawford can make a touch attack that deals 2d6 nonlethal damage. Only magic armor protects against this damage.
- **Ethereal:** Crawford is an immaterial ghost and cannot be harmed by normal weapons. Magic and magical items affect him normally.
- **Fear:** Anyone who sees Crawford's ghost must make a Guts roll.
- **Invisible:** Crawford is invisible but becomes visible at will. Attacks against an invisible target—assuming someone knows the spirit is present—are made at -6.
- **Terror:** Crawford can reveal his most heinous, headless form, forcing those who witness it to make a second Guts roll with a -2 modifier.
- **Weakness (Exorcism):** *Exorcism* releases Crawford from his torment. He is permanently laid to rest if the heroes somehow recover his corpse from Hell and give it a decent burial.

Edna Jacobs

Owner of Edna's Eats in the City o' Gloom (see page 55), Edna is also a Confederate spy. But she's 64 and a grandmotherly sort, so she's not much of a field agent anymore. Instead she uses her eatery and its diverse clientele to gather information on a wide range of secret activities. Edna has the connections to relay messages from Salt Lake City to the government in Richmond.

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

Skills: Climbing d6, Driving d6, Guts d10, Healing d12, Intimidation d8, Knowledge (Occult) d12, Knowledge (Trade: Baking) d12, Lockpicking d8, Notice d12, Persuasion d10, Shooting d8, Stealth d10, Streetwise d10, Taunt d8

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

Hindrances: Elderly

Edges: Alertness, Charismatic, Connections (Texas Rangers), Gift of Gab, Luck, Quick Draw, Strong Willed, Thief

Gear: Derringer (Range 5/10/20, Damage 2d6, RoF 1).



Hanuman

Hanuman is Hellstromme's longest tenured and most trusted employee, the only one of his lieutenants with a clear view of Hellstromme's plots. He is a native of India: dark-skinned and all business. He wears a tailored wool suit no matter what the weather is like, uses a cane, and always carries a black leather attaché. He wears a high-end, filtered soot mask outdoors.

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

Skills: Driving d8, Fighting d6, Guts d10, Intimidation d6, Knowledge (Business) d12, Knowledge (Engineering) d10, Notice d10, Persuasion d10, Piloting d8, Repair d8, Shooting d8, Taunt d6, Weird Science d6

Cha: +4; **Grit:** 4; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Cautious, Outsider

Edges: Alertness, Attractive, Brave, Charismatic, Followers (Attorneys), Jack-of-All-Trades, Rich, Scholar (Business, Engineering), Snakeoil Salesman, Strong-Willed

Gear: Rifle cane (Range 24/48/96, Damage 2d8, RoF 1, AP 2), light armored hat (Armor +1), hat gun (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), bulletproof suit (Armor +2), attaché case.



Jeb Morgan

Jeb is the second in command of the Danites; as his alter ego Collis Ames he runs the group's day-to-day operations. Morgan's continued success is on account of his willingness to put anyone he suspects of betraying him in the cold ground, and ask questions later.

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

Skills: Driving d6, Fighting d6, Guts d8, Intimidation d10, Knowledge (Mormonism) d8, Knowledge (Occult) d6, Notice d8, Persuasion

d8, Riding d6, Shooting d10, Stealth d6, Survival d6, Tracking d8

Cha: 0; **Grit:** ; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Loyal, Vow (Serve the Danites)

Edges: Alertness, Command, Connections (Mormon Church), No Mercy, Secret Identity

Gear: Double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), scattergun (Range 6/12/24, Damage 1-3d6, RoF 1-2), "Fear Not's" saber (see page 48).



Leonitas P. Gash

Once a respected scientist at Deseret University, Dr. Gash is a wanted criminal. Gash discovered the science of "augmentation" and pioneered the use of Formula X-19. After he was reported to have cut off functional limbs to replace them with steam-powered augments, he was fired for blasphemy and driven underground in Junkyard.

He performs his experiments—and the occasional surgery for cash—in a secret lab under



the Asylum. His flesh ravaged by leprosy, his mind ravaged by insane insights...he would be a piteous figure if he weren't so dangerous.

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

Skills: Fighting d6, Guts d10, Healing d12, Intimidation d8, Knowledge (Augmentation) d12+2, Knowledge (Chemistry) d12+2, Knowledge (Engineering) d12+2, Knowledge (Occult) d12+1, Knowledge (Disguise) d12+1, Notice d12, Persuasion d8, Repair d10, Stealth d6, Streetwise d12, Taunt d8, Weird Science d12

Cha: -2; **Drain:** 4; **Grit:** 5; **Pace:** 5; **Parry:** 5; **Toughness:** 4

Hindrances: Ailin' (Major, Leprosy), Curious, Elderly, Enemy (Major, Mormon Church), Small

Edges: Alertness, Arcane Background (Weird Science), Elan, Eureka!, Followers (Assistants), Scholar (Augmentation, Chemistry), New Powers, Power Points, Strong Willed

Powers: *Boost/lower Trait* (Injected serum), *healing* (Ghost salve), *puppet* (Pheromone aerosol), *smite* (Scalpel); **Power Points:** 30

Gear: Scalpel (Str+d4).

Special Abilities:

- **Augmentation:** Piston Arm (Str d12+1, Armor +2, and Str+d6 unarmed damage).

Nevada Smith

Nevada Smith is the United States' most famous secret Agent and a master of disguise. The dashing fellow even has a series of dime novels written about him. He started out in Deseret trying to uncover Brigham's skeletons, but found himself pitted against Hellstromme at every turn. Smith has vowed to take Hellstromme down one way or another.

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

Skills: Climbing d10, Driving d12, Fighting d12, Gambling d12, Guts d10, Healing d8, Intimidation d8, Investigation d12, Knowledge (Battle) d10, Knowledge (Chemistry) d8, Knowledge (Disguise) d12+2, Knowledge (Law) d8, Knowledge (Occult) d8, Knowledge (Performance) d10, Knowledge (Trade:

Blacksmith) d8, Lockpicking d10, Notice d12, Persuasion d12, Piloting d10, Repair d10, Riding d12, Shooting d12, Stealth d12, Streetwise d12, Swimming d10, Taunt d12, Throwing d10, Tracking d10

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

Hindrances: Enemy (Hellstromme), Heroic, Loyal

Edges: Agent (Grade 5), Alertness, Brave, Charismatic, Command, Command Presence, Connections (Agency), Elan, Great Luck, Hip-Shooting, Improved Dodge, Level-Headed, Marksman, Quick Draw, Reputation, Renown, Rock and Roll!, Secret Identity, Snakeoil Salesman, Strong Willed, Tale Teller, Thief, True Grit, Very Attractive, Veteran o' the Weird West

Gear: Gatling pistol (Range 12/24/48, Damage 2d6, RoF 2, AP 1), lockpicks, tool kit, excellent disguise kit (+4 to Persuasion attempts while disguised), tethered satellite, hat periscope.



O.P. Rockwell

Rockwell is the Danites' loose cannon. Even though President Young distances himself from his "dark angel" he can't deny his usefulness. O.P. takes orders when it suits him, and often assassinates targets long before they can become a problem. Although he's the Danites' appointed leader he prefers to do his own dirty work.

Rockwell is amused by what he calls Brigham's "circus act," that is, fighting Hellstromme with one hand and protecting his interests with the other. As long as O.P. has enough cash to buy whiskey and gets the occasional opportunity to kill folks, it's all the same to him.

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

Skills: Fighting d8, Gambling d8, Guts d8, Intimidation d6, Notice d6, Persuasion d6, Riding d8, Shooting d12+1, Stealth d8, Survival d8, Tracking d8, Throwing d12

Cha: -4; **Grit:** 6; **Pace:** 6; **Parry:** 6; **Toughness:** 7
Hindrances: Bloodthirsty, Ugly

Edges: Brave, Damned, Duelist, Improved Hip-Shooting, Marksman, Professional (Shooting), Quick Draw, Reputation, Speed Load, True Grit

Gear: 2× single-action Colt Walkers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Bowie knife (Str+d4, AP 1), shotgun (Range 12/24/48, Damage 1-3d6, RoF 1), riding horse.



R. Percy Sitgreaves

Since establishing the tenets of Thaumaturgical Diffusion, Sitgreaves continued publishing the *Smith & Robards Catalog* at Infinity Press. He also taught nearly 20 other practitioners Thaumaturgical Diffusion. He started with his Mormon printer's apprentice, Reggie Hughes – 15 years old and already accomplished metal mage. If the Danites find out, they will put a stop to his activities, with extreme prejudice.

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

Skills: Climbing d6, Driving d6, Fighting d6, Guts d8, Knowledge (Alchemy) d12, Knowledge (Chemistry) d12, Knowledge (Engineering) d12, Knowledge (Occult) d12+1, Notice d10, Persuasion d12, Repair d6, Riding d6, Stealth d6, Thaumaturgical Diffusion d12+2

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

Hindrances: Curious, Elderly

Edges: Alchemy, Alertness, Arcane Background (Metal Mage), Charismatic, Dodge, Fleet-Footed, Master (Thaumaturgical Diffusion), New Powers, Power Points, Scholar (Alchemy, Occult)

Powers: *Bolt* (metal shards), *blast* (grenade), *damage field* (caltrops), *jury rig* (blueprint); **Power Points:** 30

Gear: Single-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).



Sheriff Eli Waters

Sheriff Waters isn't a Danite, but one of his deputies is. They're informed of Danite strikes and told not to interfere. That's a problem for Eli Waters, who was a lawman long before he became a Mormon. He thinks Brigham uses force too liberally, and out of spite Waters sometimes "makes a mistake" and barges in on Danite turf. This infuriates Young, who can't dismiss Waters lest a riot ensue among Gentiles who love their sheriff so dearly.

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

Skills: Driving d8, Fighting d6, Guts d6, Intimidation d12+1, Knowledge (Law) d8, Lockpicking d8, Notice d12, Riding d8, Shooting d10, Stealth d8, Tracking d10

Cha: 0; **Grit:** 3; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Cautious, Heroic, Loyal

Edges: Command, Dodge, Followers (Deputies), Level-Headed, Marksman, Noble (Sheriff), Professional (Intimidation)

Gear: Steam carriage, Double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), Winchester '73 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), Bowie knife (Str+d4, AP 1), club (Str+d6).



Six-Hundred-Pound Sally

Sally Manners' nickname isn't inspired by her weight; it's from the time she managed to load 600 pounds – Nevada Smith and his allies – onto her auto-gyro to save them from walkin' dead on Black Mesa. Sally works for Smith & Robards' Rush Delivery System the West on missions of grave importance.

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

Skills: Climbing d8, Driving d12, Fighting d8, Gambling d8, Guts d10, Intimidation d8, Knowledge (Aviation) d10, Knowledge (Occult) d8, Notice d10, Persuasion d10, Piloting d12+2, Repair d12+2, Riding d6, Stealth d6, Taunt d10

Cha: +4; **Grit:** 6; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Code of Honor, Loyal

Edges: Ace, Alertness, Charismatic, Combat Reflexes, Connections (Smith & Robards), Expert (Repair), Improved Level Headed, Master (Piloting), Quick, Renown, Strong Willed, Tale Teller, True Grit

Gear: Double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), Derringer (Range 5/10/20, Damage 2d6, RoF 1), Bowie knife (Str+d4, AP 1), tool kit, tethered satellite, auto-gyro.

DEADLANDS: GOOD INTENTIONS

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