

BOOTLEG EDITION

DARK RAILS

A WEIRD WEST RPG

BY DAVID BAITY

COMPATIBLE WITH
DCC
RPG



BOOTLEG EDITION

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INTRODUCTION

Howdy, stranger! Gossip at the campfire has it you plan to throw a saddle on that old fleabag and hit the trail hoping to make a dent in the rising tide of darkness threatening the frontier.

Well, it wouldn't be fair to send you on your way without some words of wisdom and basic survival rules for when you get thrown into the thick of it with your posse—so listen up!

Below you'll find a basic primer on how to play the *Dark Trails RPG*. We've included the essential rules that make the game fun to play and give you a taste of each character class with an introduction and some special abilities each use against those seeking to unleash an evil so vile it makes the Devil himself look like a choirboy!

Welcome to the Trail.

SEVEN DAYS OF NIGHT



Dark Trails begins with an alternate ending to the Civil War in 1865. Nyarlathotep, a legendary Elder God, seizes the opportunity to awaken his slumbering brothers and sisters and free them from dimensional exile with a living tome called the Necronomicon. The grimoire is filled with forbidden lore, including the ancient rituals needed to bring about an event comparable to a biblical apocalypse. A cabal of cultists, dedicated to the forgotten gods and entrusted with the tome, head off into Mexican territory to bring about the end of all things. This week-long period of rituals would become known as “The Seven Days of Night” due to a lunar eclipse and its accompanying astral phenomena.

During the series of rituals, the twisted cabal awoke long-dormant Elder Gods now painfully aware of their imprisonment. However, they would only partially succeed at opening the gates to set them free. Unbeknownst to the cult, a posse of Texas Rangers led by a modern-day Knight Templar was hot on their trail. The posse discovered the cabal mid-ceremony and cut them down like dogs. The Necronomicon escaped destruction as it always has, scattering itself so that each page flew on summoned arcane winds to the darkest corners of the Earth.

Though the Elder Gods were prevented from entering our realm, several lesser “things” found a passage through, including an entropic energy known as “The Taint” that would permanently twist and shape our world and its inhabitants. Much like an organism attempts to fight off a virus, Earth responded by awakening long dormant ley lines brimming with arcane energies. These ley lines pulsed during the Seven Days of Night attempting to repel the sickness caused by The Taint and continue to do so during random times. As a side-effect of these pulses, common folks are “kissed” by the supernatural, often finding themselves imbued with extraordinary abilities that forever changed their lives—some for the better, others for the worse. As a player you assume the role of one such hero, fighting against an ever-growing ancient evil that’s found purchase in a wounded country still recovering from what would become the bloodiest war in American history.

LET'S HIT THE TRAIL

TOOLS OF THE TRADE

Before you begin your first session of Dark Trails, you'll need to throw a few items in your saddlebags. Standard RPGs typically require polyhedral dice, paper, and something to write with. Dark Trails adds a few things to the list that will help you experience the weird West.

♠ **Deck(s) of playing cards-** Dark Trails uses a standard deck of playing cards with the Jokers shuffled in. A handful of mechanics found within the pages of the game use playing cards, but their primary use is for the Gun Deck. Judges should provide a cheap deck for each player at the table for the first session and then encourage them to find a purdier deck on their own through their favorite retailer.

♠ **Poker Chips-** One mechanic implemented in Dark Trails is Boons & Hexes, a fun system that throws both good and bad mojo a player's way during a typical session. Poker chips work best and add to the Western feel of the game. Two colors are all you need, and white and black fit the bill best!

♠ **Funky Dice-** What good would a weird West be if it didn't include "weird dice?" If you're a fan of the Dungeon Crawl Classics RPG (www.goodman-games.com) you're already familiar with these strange dice, but if this is new, you're in for a treat! Dark Trails uses the same 14 dice set (made by Impact miniatures and Gamescience) in a brilliant mechanic called "the dice chain." A complete set should include a: d3, d4, d5, d6, d7, d8, d10, d12, d14, d16, d20, d24, d30, and a d%. Don't fret if you don't have access to a set!

You can use a standard set of polyhedral dice in the following manner to achieve the same results. For a d3, roll 1d6 and count 1-2 as a 1, 3-4 as a 2, and 5-6 as a 3; for a d5, roll 1d10 and count a 6 as a 1, 7 as 2, etc. For a d7, roll 1d8 and re-roll on the result of an 8. For d14 or d16, roll a d20 and ignore rolls above the die facing threshold. For a d24, roll 1d12 and 1d6; if the 6-sider is odd, add 12 to the 1d12 roll. For a d30, roll 1d10 and 1d6; on the d6: add +0 on 1-2, +10 on 3-4, and +20 on 5-6. For a d%, roll 2d10 of different colors and read one as the 10s digit and the other as the 1s digit.

You can also find a handy app by searching for Purple Sorcerer's free "Crawlers Companion" at www.purplesorcerer.com.

♠ **Character sheets-** You'll find a copy of the two types of character sheets included in the quick-start rules. Funnel sheets are for games that start with 0-level characters (recommended) while the standard sheet is for higher level games.

♠ **The Dungeon Crawl Classics RPG (optional)-** You'll find everything you need to play inside the pages of the quick-start guide, but having a copy of the DCC RPG will give you access to a host of spells and other items you can easily port into the Dark Trails RPG.

COMPATIBILITY WITH DUNGEON CRAWL CLASSICS (DCC)

The Dark Trails RPG would not exist were it not for the existence of the Dungeon Crawl Classics RPG written and created by Joseph Goodman. Joseph not only created a game that continues to win converts over in droves, he also offered a platform for folks to write and publish products compatible with the rules found within the pages of Dungeon Crawl Classics, or DCC for short.





CORE MECHANIC

You'll find that rolling a twenty-sided die determines success in just about every aspect of Dark Trails. You'll try to match or beat a target number (called a Difficulty Class or DC) assigned to the task at hand by your Judge. Sometimes the Difficulty Class will use a specific term like Armor Class (or AC), which is the combat variation of DC.

As a general rule:

- ♠ If you roll equal to or higher than the DC (or AC), you succeed. Otherwise you fail.
- ♠ A roll of an unmodified 1 is an automatic failure, is a fumble and brings some degree of disaster depending upon the task at hand.
- ♠ Rolling an unmodified 20 is an automatic critical success!
- ♠ Additional game mechanics can modify these rolls (fumble tables, critical hit charts, Boons, Hexes, Luck, and more).

Rattling the Chain (weird dice): Players new to DCC or Dark Trails are in for a treat if they enjoy rolling those odd-shaped dice that often find themselves orphaned in the bag during a session. The Dark Trails RPG uses the dice chain during gameplay in several ways. Typically, games assign a positive or negative number that modifies the die roll in question (+1 to attack, +3 to damage, etc.). The dice chain adds an element of fun. Any time you see a "d" behind a modifier, you will move up or down to the next die size instead of using the normal die for the attempted action.

For example: You'd normally roll 1d20 for an attack roll but maybe the Judge determines you've got the jump on that carnivorous jackalope turning your buddy into vittles and gives you a +1d modifier! That d20 now moves up the chain to the d24. As a Judge becomes more comfortable with the dice chain, they'll find that it's an intuitive tool useful for many situations during a session.

Dice Chain: d3, d4, d5, d6, d7, d8, d10, d12, d14, d16, d20, d24, d30



CHARACTER CREATION

- 1** Roll three (3) six-sided dice and jot down the total on a scratch piece of paper. You'll do this until you have six scores between 3 and 18 for each character you play. Generated scores represent a character's mental and physical attributes and sometimes provide modifiers that affect different rolls during the game.
- 2** Assign each score in the order rolled (recommended) to the attribute found on your character sheet (Strength, Agility, Stamina, Personality, Intelligence, and Luck). Some scores will be high or low enough to gain a positive or negative modifier. Make a note of any modifiers tied to each ability score as found on the Ability Score Modifier table.
- 3** Determine hit points. Roll 1d4 for each character and modify the result by any applicable Stamina modifier. This is a character's starting hit points (or hp) and represents the physical damage a body can withstand before earning a permanent nap in an ill-fitting pine box. Note that a character gains a minimum of 1 hit point per level regardless of the Stamina modifier.
- 4** Determine Grit. Grit is a new ability created specifically for Dark Trails to help simulate the physical and mental stress a character can withstand while facing things best left unseen. Grit is a fluctuating ability determined by adding each character's Stamina and Personality and dividing by 2 (rounding down).
- 5** Should a character's Luck ability be enough to warrant a +/- modifier, roll 1d30 modified by their Luck modifier and consult the Lucky Sign/Birth Augur chart. Once the result is determined, it always affects related rolls by the amount of the original Luck modifier, even if the character's Luck ability later changes enough to lower/raise the modifier.
- 6** Roll on the Random Occupation chart to determine what sort of career the character had before the adventure starts. Occupations also determine a starting weapon and gear for characters.
- 7** For zero-level characters, roll 1d4 and record the result as dollars to spend on vittles and gear that might help get them through the night. Characters beginning at 1st level (or higher) should instead roll the die listed with each character class description and multiply the total by character level to determine starting money. Characters are free to choose the form of their funds, whether coins, bills, or trade goods such as furs, tobacco, and any items typically traded from town to town.
- 8** Zero-level characters use a d14 as their fumble die and a d6 as their critical hit die. The high starting fumble die reflects a typical townie suddenly thrown into a supernatural landscape filled with violence. Even lawmen and thugs used to an occasional tussle will find a fight with a blubbering mass of tentacles nerve-wracking! Blunders are often fatal and critical hits are not as impressive, but both improve as a character gains more experience on the dark frontier.
- 9** The Paths system replaces the standard alignment system found in the DCC RPG. All funnel characters begin "walking the line." More information on paths can be found on pages 14-15.
- 10** Dark Trails uses three methods (called saving throws) to avoid danger: Fortitude, Reflex, and Willpower. Record each bonus granted from attributes for each saving throw. Stamina modifies Fortitude (or Fort); Agility modifies Reflex (or Ref); Personality modifies Willpower (or Will).



THE ATTRIBUTES

The six attributes help define the characters portrayed during the game. We use these abilities to help determine how well a character performs physical and mental actions. Higher scores will offer a bonus modifier to rolls, while negative modifiers will often hinder attempts at various tasks.

Strength: Characters use their raw strength to help perform tasks where “muscle” is needed to do the job well. Lifting, pulling, melee attacks, and feats of strength are all instances where a Strength modifier would come in to play to help or hinder the effort.

Intelligence: A high Intelligence will aid a character in performing actions like: searching for clues during an investigation, casting arcane spells, or using skills that require a sharp mind. Intelligence modifiers affect mental-based rolls and also determine any additional starting languages a character might begin the game with. For bonus languages, players are free to choose any spoken language they wish for their characters but should work to fit it within the background story they have developed.

Personality: Characters that have a higher Personality often become ambassadors for the posse they adventure with. Personality modifiers determine how well social interactions play out and how mentally tough a character is. Personality modifiers also affect Willpower saves, and certain classes like the revelator use their Personality modifiers to adjust attempts to perform divine abilities.

Stamina: The body’s ability to persevere through harsh environmental conditions, shrug off the effects of poison and disease, and overall toughness are all factors that a Stamina modifier will affect. A character’s Stamina modifier also adjusts hit point rolls and determines any Fortitude saving throw bonus.

Agility: Threading the needle with an expert shot from your trusty Winchester or leaping out of the way of a runaway stagecoach are examples of where a character’s Agility modifier comes into play. The Agility modifier is applied to Armor Class, Reflex saving throws, and ability/skill checks that depend upon a character’s quick reflexes.



ABILITY MODIFIER TABLE

ABILITY SCORE	MODIFIER	BONUS LANGUAGES
3	-3	0
4	-2	0
5	-2	0
6	-1	0
7	-1	0
8	-1	0
9	0	0
10	0	0
11	0	0
12	0	0
13	+1	+1
14	+1	+1
15	+1	+1
16	+2	+2
17	+2	+2
18	+3	+3
19	+3	+3

Luck: Sometimes, a Judge will rule that a character’s chance at accomplishing the task at hand will boil down to how “lucky” they are. With a Luck check (roll 1d20 and try to match or roll lower than the characters current Luck stat), characters have a chance at tasks they’d normally find beyond the scope of their skill sets. The Luck modifier determines whether a character gains a roll on the Lucky Sign/Birth Auger chart and can be spent on a 1:1 basis to augment important rolls. Judges can award Luck during a session as they see fit and one point of Luck is earned at the end of any session that a character is on a Path (see the Path section).



LUCKY SIGN/BIRTH AUGUR CHART

ROLL D30	RESULT
1 or less	Bad moon baby: Use modifier with all attack rolls.
2	Hummingbird waltz: Use modifier with all initiative rolls.
3	Magpie's whisper: Apply the modifier in any attempt to mimic sounds and voices. Make an Intelligence check vs. an average DC of 8 further modified by the Judge if needed.
4	Armadillo hide: Apply the modifier to AC.
5	Fox's guile: Apply the modifier to any rolls related to detecting or disarming traps.
6	Luck o' the hare: Use the modifier to adjust critical hit and fumble chart rolls. This modifier stacks on top of any existing modifiers.
7	Bountiful harvest: Apply the modifier to any newly acquired hit point rolls. In the case of a negative modifier, remember characters will always receive at least 1 hp.
8	Whitetail grace: Use modifier with all Reflex saving throws.
9	Widow's kiss: Apply the modifier to any poison-related saving throws.
10	Badger cunning': Apply modifier to all melee attack rolls.
11	Crow's tongue: Use the modifier to determine additional languages. In the case of a negative modifier, deduct a language (possibly given from a high Intelligence bonus) per point of negative modifier.
12	Shadow-kin: Apply modifier to all corruption rolls.
13	Desert rat: Use modifier with all Fortitude saving throws.
14	Guardian angel/meddling devil: One saving throw may be rerolled per day for each point of positive modifier. In the case of a negative modifier, the character must reroll a saving throw where the unmodified die result is an odd number. The second roll stands regardless of the total. One reroll must be made for each point of negative modifier.
15	Ley-line tuning fork: Apply the modifier to any rolls related to casting spells or using magic items where a roll is called for.
16	Unholy allergy: Use modifier to all <i>Turn Back the Night</i> rolls (see revelator class).
17	Lucky rabbit's foot: Apply the modifier to all saving throws.
18	Flying rat's radar: Apply the modifier to any checks to avoid surprise.
19	Grizzly swipe: Use the modifier with all melee damage rolls.
20	Hawkeye: Apply the modifier to any ranged attack roll.
21	Equine charmer: Use modifier on all horsemanship rolls.
22	Jackalope mojo: Character selects one type of saving throw to be affected by the modifier at the start of each new day.
23	Lightnin' rod: Use modifier on all magical damage rolls.
24	Sidewinder strike: Apply the modifier to all ranged damage rolls.
25	Roadrunner's pace: +/- 5' to movement rate for each point of modifier.
26	Liver of iron: Apply the modifier to all saving throws related to alcohol.
27	6th sense: Apply the modifier to all attempts at discovering hidden things.
28	Mountain tuff': Apply the modifier to any healing rolls where the character is the recipient. In the case of a negative modifier remember at least one hit point will be gained.
29	Holy roller: Apply the modifier to any attempts at practical or magical healing.
30	Stray cat's strut: Use modifier on all <i>stealth/hide</i> related rolls.



OCCUPATIONS

Every hero in the world of Dark Trails had a job before they up and decided to even the odds against evil. Maybe they spent several years working as cowboys herding tick magnets working as cowboys across the rough and tumble frontier, or they might have worked their days as school teachers, hoping to bring some civility and education to the children belonging to the folks toiling away on the railroad.

Remember that a character's occupation determines their skill set. Skills related to the character's occupation are attempted by rolling 1d20 plus or minus modifiers and compared to the DC of the task. Roll 1d10 instead of a d20 when using skills unrelated to a character's occupation.

Roll a d100 to determine each character's occupation, starting weapon and a random trade good they begin the game with.

RANDOM OCCUPATION CHART

ROLL D100	OCCUPATION	WEAPON (DAMAGE)	TRADE GOOD (VALUE)
1	Actor	Knife (d4)	Theatrical costumes (\$10)
2	Pinkerton agent	Pistol*	Detective badge and manacles (\$8)
3	Author	Quill pen (d2)	Jar of ink (\$.50)
4	Photographer	Tripod (d4)	Camera w/6 plates (\$25)
5	Hypnotist	Derringer*	Gold pocket watch (\$8)
6	Juggler	Heavy bowling pin (d4) x4	Leather balls (\$2)
7	Librarian	Heavy book (d3)	Rare book (\$8)
8	Magician	Wand that turns into a knife (d3)	Pet rabbit (\$1)
9	Musician	Banjo (d4)	Book of sheet music (\$2)
10	Painter	Large paintbrush (d2)	Rare pigments (\$10)
11	Salesman	Derringer*	Trunk with random baubles (\$15)
12	Puppeteer	Wooden puppet (d2)	Travel case (\$5)
13	Sculptor	Trowel (d3)	Bucket of clay (\$2)
14	Showman	Throwing knives (d3) x 6	Stage clothes (\$5)
15	Sideshow freak	Barbell (d6)	Muscle oil (\$1)
16	Singer	Pocket knife (d3)	Throat lozenges in tin (\$1)
17	Sword swallower	Saber (d8)	Stage clothes (\$5)
18	Thespian	Sword cane (d6)	Book of monologues (\$2)
19	Orphan	Pocket knife (d3)	Stolen jar of candy (\$2)
20	Camp cook	Meat cleaver (d6)	Mess kit (\$10)
21	Cattle drover	Pistol*	Saddle rig (\$20)
22	Stagecoach driver	Bullwhip (d3)	Leather gloves (\$3)
23	Ex-servant	Knife (d4)	Average suit (\$5)
24	Farmer	Scythe (d6)	Sack of vegetables (\$2)
25	Farrier	Small hammer (d4)	Bag of horseshoes (\$3)
26	Fisherman	Knife (d4)	d10 Largemouth bass (\$.25 each)
27	Herdsmen	Bowie knife (d6)	Loyal cattle dog (priceless)
28	Homesteader	Rifle*	Carpentry tools (\$5)
29	Housekeeper	Broom (d2)	Ornate vase (\$5)
30	Hunter	Rifle*	Bear trap (\$2)



ROLL D100	OCCUPATION	WEAPON (DAMAGE)	TRADE GOOD (VALUE)
31	Lumberjack	Axe (d6)	Wool coat (\$5)
32	Midwife	Knife (d4)	Bottle of laudanum (\$3)
33	Miner	Pick (d5)	Singing canary w/ small cage (\$5)
34	Rancher	Pistol*	50' Spool of barbed wire (\$2)
35	Prospector	Bowie knife (d6)	Sifting pan and gold nugget (\$10)
36	Butler	Brass candlestick (d3)	Butler's suit (\$10)
37	Teamster	Shotgun*	Saddlebags (\$3)
38	Twister (horse breaker)	Bullwhip (d3)	Bridle and bit (\$3)
39	Bartender	Pistol*	Small cask of whiskey (\$10)
40	Bouncer	Billy club (d4)	Bowler hat (\$3)
41	Bounty Hunter	Rifle*	Shackles (\$3)
42	Burglar	Knife (d4)	Dark clothes (\$5)
43	Carpetbagger	Sword cane (d6)	Carpetbag (\$2)
44	Dancehall girl	Straight razor (d3)	Fine corset (\$10)
45	Deserter	Pistol*	Worn uniform (\$2)
46	Gambler	Derringer*	Nice suit & derby hat (\$10)
47	Gypsy	Knife (d4)	Crystal ball (\$4)
48	Horse thief	Pistol*	Stolen branded horse (\$50)
49	Outlaw	Pistol*	Wanted poster (self) & 10 silver dollars
50	Pickpocket	Pocket knife (d3)	Wallet w/ \$d5
51	Peddler	Knife (d4)	Trinkets worth (\$d12)
52	Politician	Heavy cane (d4)	\$2d12 In a fine leather wallet
53	Snake oil salesman	Bowie knife (d6)	Bottle of Dr.Hobb's cure-all tonic (\$1)
54	Auctioneer	Gavel (d2)	Unclaimed trinkets (\$6)
55	Banker	Quill pen (d2)	Bag of 25 silver dollars
56	Boatman	Gaff hook (d5)	Large net (\$1)
57	Bookkeeper	Letter opener (d2)	Ledger books (\$2)
58	Coachman	Shotgun*	Heavy duster (\$5)
59	Dentist	Small hand drill (d3)	Bottle of laudanum/ d4 doses (\$4)
60	Doctor	Surgical knife (d3)	Medical kit (\$15)
61	Grocer	Club (d4)	Jar of pickled herring (red) (\$6)
62	Innkeeper	Derringer*	Incriminating ledger (\$?)
63	Laborer	Shovel (d5)	50' Rope (\$.50)
64	Launderer	Straight razor (d3)	Clean parcel of clothes (\$5)
65	Medical assistant	Surgical knife (d3)	D3 poultices (each heals d2 hit points \$.50 each)
66	Plumber	Pipe wrench (d5)	Brass fittings (\$2)
67	Railroad man	Heavy hammer (d5)	d10 Iron spikes (\$2)
68	Seamstress	Shears (d3)	Bolt of fabric (\$d10)
69	Veterinarian	Surgical knife (d3)	Medical kit (\$15)
70	Cavalryman	Pistol*	Worn saddlebags (\$3)



ROLL D100	OCCUPATION	WEAPON (DAMAGE)	TRADE GOOD (VALUE)
71	Civil engineer	Tripod (d4)	Brass leveling instrument (\$30)
72	Clergyman	Extra heavy Bible (d3)	Bottle of red wine (\$2)
73	Infantryman	Rifle*	Mess kit (\$10)
74	Interpreter	Quill pen (d2)	Translation guide (\$2)
75	Journalist	1d6 Sharp pencils (d2)	Leather journal (\$1)
76	Judge	Gavel (d2)	Book of law (\$4)
77	Nun	Extra heavy Bible (d3)	Black habit & nice Bible (\$2)
78	Preacher	Candlestick (d3)	Nice suit & Bible (\$2)
79	Professor	Thick cane (d3)	Stack of books (\$5)
80	Riverboat pilot	Staff (d4)	Lantern (\$2)
81	Scout	Rifle*	Bearskin coat (\$10)
82	Soldier	Pistol*	Uniform & mess kit (\$5)
83	Steward	Billy club (d4)	Padlock & key (\$2)
84	Telegraph operator	Wire snips (d3)	Important message (\$?)
85	Undertaker	Derringer*	Measuring tape and box of nails (\$.50)
86	Baker	Rolling pin (d3)	Long lasting fruit cake (\$.50)
87	Barber	Straight razor (d3)	Shaving soap (\$.50)
88	Blacksmith	Heavy hammer (d5)	5lbs. Pig iron (\$4)
89	Brewer	Keg staff (d4)	Keg of ale (\$10)
90	Butcher	Cleaver (d6)	Side of beef (\$2)
91	Carpenter	Hammer (d4)	Tool bag (\$5)
92	Cigar Maker	Knife (d4)	Box of fine cigars (\$8)
93	Clothier	Shears (d3)	Set of fine clothes (\$12)
94	Distiller	Bowie knife (d6)	1d4 jars of shine (\$1 each)
95	Gunsmith	Pistol*	Gun cleaning kit (\$3)
96	Hatter	Shears (d3)	Very fine beaver hat (\$10)
97	Jeweler	Derringer*	Jewelers tools (\$8)
98	Locksmith	Chain and lock (d4)	Lock pick set (\$8)
99	Potter	Chisel (d2)	Lump of clay (\$.50)
100	Bum	Knife (d4)	Jug of white lightning (\$1)

***For simplicity's sake any firearms acquired by occupation should be drawn from the list below. All firearms are supplied with 1d12 extra rounds.**

Pistol: Colt 1862 Navy - shots: 6; damage: d8; range: 10/20/60; reload time: 2 rounds

Rifle: Sharps 1868 - shots: 1; damage: d14; range 50/200/600; reload time 1 round

Derringer: Colt Derringer Single Action - shots: 1; damage 1d10; range 2/8/16; reload time: 1 round

Shotgun:** Winchester double barreled***- shots: 2; damage: d12/d8/d6 (depending on range); range: 5/10/15; reload time: 1 round

** at close range all within 5' of the intended target take ½ the determined damage.

***Both barrels of the shotgun can be fired with one action and imposes no penalty for multiple shots. In such a case double the damage rolled.



LEVEL ADVANCEMENT

All character classes use the same Experience (XP) table to determine level advancement.

- ♠ Each encounter a character survives is worth from 0 to 4 XP. Remember that the characters don't have to kill the creature they're fighting; surviving the experience is also worth XP. Puzzles, traps, and challenging encounters that don't involve combat may also warrant awarding XP.
- ♠ All characters that participate in an encounter qualify for the awarded XP.
- ♠ Judges always determine the level of XP awarded after each encounter.
- ♠ Characters will level once reaching the minimum threshold for the next highest level.
- ♠ You'll notice that the threshold increases after each level. This helps campaigns last for some time, allowing players the chance to appreciate their characters as they progress to the higher ranges of experience.

THE XP TABLE

Keep in mind that a funnel session might not garner enough experience to level characters up to 1st level (10 XP). Judges are welcome to consider the completion of a funnel adventure reason enough to allow players to advance their characters to 1st level.

LEVEL	XP REQUIRED
0	0
1	10
2	50

WEAPON TRAINING

At zero level, characters all begin the game with a single weapon they're able to use proficiently (by occupation). This means you'll attack by rolling a standard d20 before any modifiers. Characters often find additional weapons during a funnel session and to keep things simple, ignore the signature weapons rule (found in a later section) during funnel play. If characters are lucky enough to find a pistol or a bow with arrows, they're still probably going to be measured for a pine box before the end of the session through some horrific death!





CHOOSING A PATH - THE PATHS SYSTEM

The Righteous and The Damned

Dark Trails begins in 1865. It's a volatile period that finds the good people of newly formed states and territories struggling to heal both spiritual and physical wounds brought about by the bloodiest war ever to transpire on American soil. Throw in a gaggle of insane cultists that nearly succeeded in unleashing a writhing host of god-like beings intent on devouring mankind, and you have a tumultuous time, a time where everyone chooses a side sooner than later as the line being drawn in the sand is stained with blood.

The Dark Trails RPG introduces a new alignment system that rewards players for giving some thought to where their character stands on the front between the forces of good and evil. Too often players choose between the attitudes of "Lawful, Neutral, or Chaotic" for their characters and then forget about it. The Paths system aims to change that trend and hopefully adds to the overall story elements of a game.

Walking the Line: Most folks are good-natured in the world of Dark Trails. They attend church on Sunday and observe the Sabbath; they're law abiding and often try to help a neighbor in need. These are the folks that can lay no claim to having any encounter with the supernatural or maybe they've actively ignored it.

Your character will begin the game on this path. Unlike most folks, you'll be forced to acknowledge that horrific creatures do in fact exist, and the things they serve seek entrance into the world to bring about its end and to feast upon mankind. Once a character accepts these terrifying truths, it is a rare soul that doesn't choose a side.

The Righteous: Characters walking the line towards that of the righteous often share similar qualities. Folks look to you when times are darkest for inspiration and for a steady gun when a good talking to won't keep the peace. You obey the law if the law serves the best interest of the people it was written for. You're typically a spiritual person that finds the words of the Good Book far more enjoyable than a stiff whiskey. You have a hard time resisting a call for help from those less fortunate and try to lead by example so those in the flea-bitten towns you visit understand that good always trumps evil at the end of the day.

The Damned: Unfortunately, characters walking the line towards that of the damned are in no shortage, and their reasons for embracing the crooked road are many and varied. Good intentions often take a back seat to bad choices—leaving you with a knack for doing "questionable" things and often to good people. You spend your life thirsting for things most folks see as paving the road to damnation. There isn't a law you won't break or sin you won't commit and assume there's always a chance you'll be hanging from the bad end of a rope by sundown.

Helping innocents isn't entirely out of the question, but you rarely place yourself in danger when there isn't something to be gained, and having a friend or two on the trail ain't half bad when you figure it's two more targets that might draw a bullet meant for you.

All characters beginning a funnel adventure are considered to be "walking the line." Unless otherwise stated, players creating higher level characters must also begin by walking the line. Certain character classes may require you to move closer towards one of the two additional paths.

USING THE PATHS DURING PLAY

The Line

Once a character starts their adventures, make a note of their path somewhere on the character sheet. Players using an official Dark Trails character sheet will see a small graph included to make keeping up with the path easier. If an official character sheet is not available, draw something out that resembles the format below.

DAMNED ☐+1D ← ☐+3 ← ☐+2 ← ☐+1 ← WALKING THE LINE → ☐+1 → ☐+2 → ☐+3 → ☐+1D RIGHTEOUS

Shifting the Line: At the end of each session, players should bring up some of the best highlights of the game. Did any participating characters do something above and beyond that might shift them towards one of the two available paths? Think of it like a mock trial where players take on the role of jurors while the Judge... well, becomes the Judge!

Should the Judge agree that the character has “shifted” towards one of the paths, they should have the player fill in the next empty box (with a pencil) leading towards the path that best associates with their character’s actions. If the character in question does not shift during a session, leave them at their current place on the track. Having one’s foot on a Path further rewards the character by granting +1 to Luck at the end of a session where the player can describe actions the character performed to stay on the chosen Path. Walking the line only rewards the mystic monk class with this bonus.

Reap What You Sow

Once a character begins his journey towards one of the paths, their reputation grows, whether good or bad. You’ll notice a numerical modifier paired to each step on the path tracker. Depending on the path the character is on, the modifier will apply during certain social interactions with NPCs (non-player characters). Characters reaching the end of a chosen path should circle the path name (Righteous or Damned) to represent this. Reaching the end represents a character knowing full well the path they have chosen and the reputation they have earned. To retain the +1D bonus to interactions a character must perform one deed during play that serves as a reminder to the character and those around them of the path they’ve chosen.

Righteous: Characters on The Path of The Righteous apply the modifier when dealing with common townsfolk and lawmen.

Damned: Characters on The Path of The Damned apply the modifier when dealing with the seedier elements of a town, including criminals.

Characters will also find their actions contradicting the current path they follow. The Path mechanic is designed to help illustrate a character’s rise and fall throughout the course of their lives. For example, take the character William Munny from the legendary movie *Unforgiven*. Munny was one murdering hombre in his younger years, but a good woman and children turned his moral standing from The Path of The Damned to that of The Righteous.



CHAPTER ONE

CLASSES

It's a hell of a thing, killing a man.
You take away all he's got and all he's
ever gonna have.

— William Munny, *Unforgiven* (1992)



CHOOSING A CLASS

So, you've just made it through your first funnel adventure? You've probably spilled the tainted blood of crazed cultists and maybe even tasted a little of your own in the process. What comes next now that you realize Lady Fate has deemed you worthy of something bigger?

Players now have the privilege of choosing one of several unique character classes available for play. Players should glance over the available classes and then give a more careful read to those that catch their fancy.

Keep in mind there are two classes (tommyknocker and the sin-eater) that aren't recommended for play unless one of your funnel characters earned a permanent "dirt nap" for their efforts during the adventure. This means you finally get to play that character you lost with those great ability scores (you're welcome!). Judges skipping the initial funnel adventure should make all classes available for players to choose from.

NOTE

Several classes below have powers that come with a price. Activating a spell-like ability is mentally taxing and requires the expenditure of temporary Personality points. Each class ability lists the associated cost. Remember that saving throw bonuses change to reflect the current temporary ability score of a character. Spent Personality is restored to its starting total after a good night's rest.

COMMON THINGS YOU'LL FIND WITH MOST CLASSES

Just a taste! You'll find just enough of each class to get you through your first adventures and through 2nd level. Being that this is a quick-start version of the rules, you'll have to wait for the release of the Dark Trails RPG to unlock the remaining abilities available to each class.

Hit Die/Hit Points: Every class has a designated hit die used to generate hit points at 1st and subsequent levels. Modify hit points rolled by the Stamina modifier (characters always receive at least one hit point regardless of negative modifiers) at each new level. Keep in mind characters retain their zero-level hit points once they attain 1st level, and should a Judge skip the standard funnel, remember to include the 1d4 Hit Die roll in addition to hit points rolled at 1st level.

Crit Die: Every class starts with a predetermined crit die at first level. Combat oriented classes typically start with a higher crit die, while those that prefer to stay out of the fray will begin with a lower die. Players roll their crit die at any point a critical hit is scored during an attack (normally a natural 20) and further modify it by the positive or negative Luck modifier. See the Combat chapter for more information on critical hits.

Zero-level characters all begin the game using a d6 for their crit die.

Fumble Die: Every class starts with a predetermined fumble die at 1st level. Characters that typically avoid combat have a higher fumble die while those combat oriented begin with a lower die. Failing miserably at a task usually means rolling a natural 1 on a d20, and during combat it could mean disaster for the character. Use the designated fumble die adjusted by the positive or negative Luck modifier before referencing



the appropriate Fumble chart. Zero-level characters all begin the game using a d14 for their fumble die as fumbling during the beginning stages of a character's adventuring career often spells disaster.

Signature Weapons: 1st level characters may choose two weapons as "signature weapons." Signature weapons represent the characters' regular use and familiarity with two weapons of choice. This replaces any weapon a character begins with in a funnel game unless that weapon is chosen as a signature weapon. Signature weapons are used without penalty. Non-signature weapons incur a -2 penalty to both attack and initiative checks. Note that only mystic monks and sin-eaters may choose from the exotic weapons category. Characters may add a new signature weapon at every odd level. See the Weapons chart in the Appendix for more information on each weapon.

Switching Signature Weapons

Characters wishing to switch out a signature weapon must announce their desire to do so before the next game session and then use the weapon with the imposed penalties for the session, after which assume they have gotten used to the weight and balance of the weapon and will no longer suffer the penalty.

Action Dice: The character's action die is used for most common mechanics. Attacking, casting spells and miracles, or attempting skills the character is proficient at are all examples. In most instances, you'll be rolling a d20 with modifiers to determine success. See each class for specific uses of action dice.

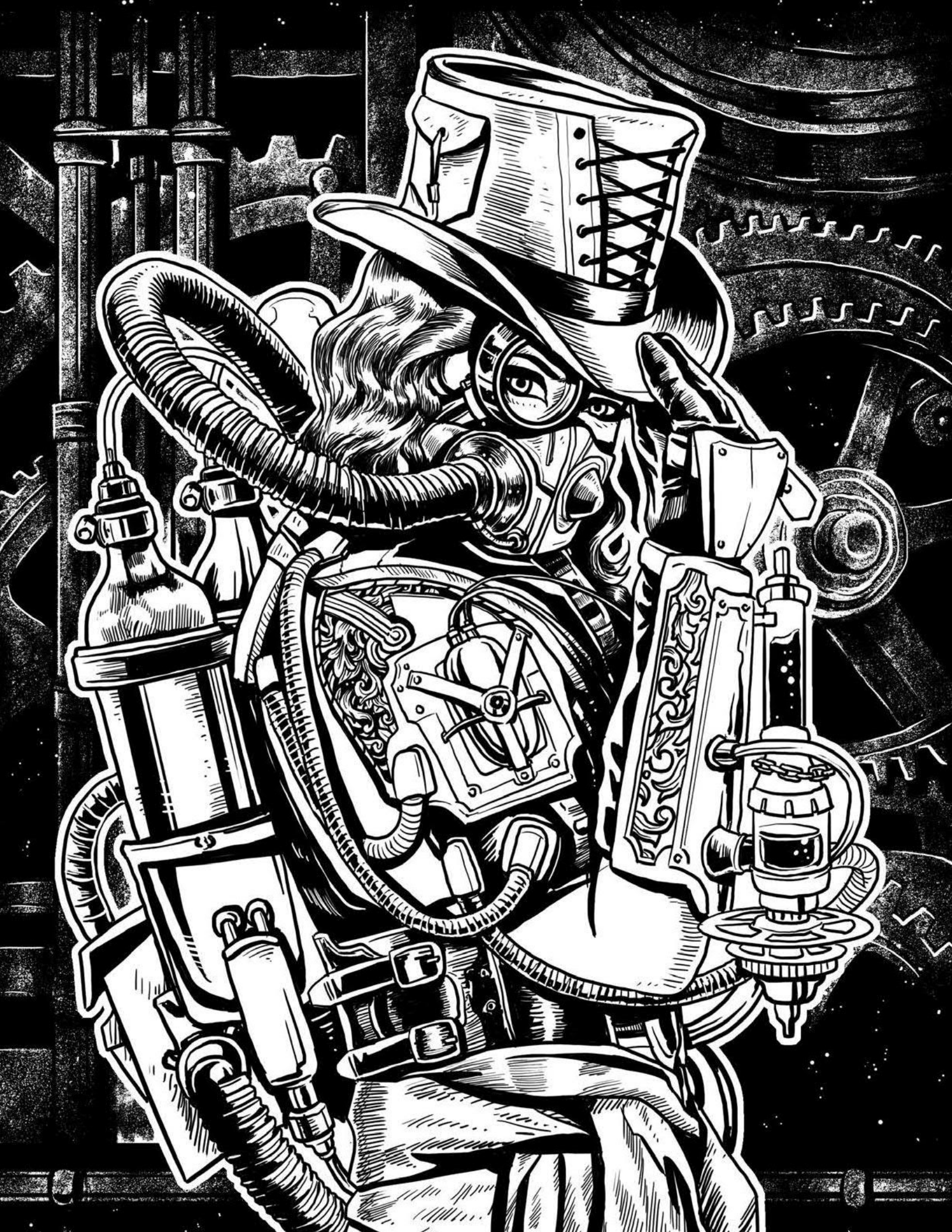
Path: Each character class is driven by different motivations while blazing a trail across the weird West, and the three paths serve as a fluctuating "moral-compass" that measure a hero's worth, or lack thereof. A few classes have path restrictions listed individually and must be adhered to. Unless stated otherwise, characters begin the game by walking the line between the two paths (Righteous and Damned).



Titles: Character classes often earn nicknames or monikers as they gain experience. Character classes have titles for varying experience levels up to 6th level. Once a character reaches 6th level, they are true legends of the frontier and should pick a title that coincides with the legendary status they have earned during their life.

Special Abilities: Most classes have a touch of the supernatural flowing through their veins, granting them special powers such as spell casting or stepping sideways into the spirit world. Special abilities often come at a price however, and this is represented by the expenditure of temporary Personality points. Spent Personality fully returns after a good night's rest (8 hours). Players spending points should make a note in parentheses beside their permanent Personality score as the Personality modifier is calculated from the current score.

Luck: For each class, a character's *current* Luck modifier will apply to specific abilities or skills; make a note of which class abilities are modified by Luck.



• BEDLAMITE •

You’ve lived your entire life with a certain “spark” of creation burning deep within your heart. As a child, you figured out ways to help Pa fix the wagon, even when he didn’t have the proper parts or tools. This spark would grow into a prideful flame, and by the time you became a young adult your talents were highly prized by a town lucky enough to have you and the wonderful inventions you designed.

When the events of the Seven Days of Night hit the West, it changed you in a way that made those creative fires burn with a different sort of flame, one that fuels your ability to fabricate and then “charge” wondrous arcane contraptions, limited only by your imagination. Flight, controlling the elements, even healing are all within your grasp now.

Hit Die: Bedlamites use the d8 to determine hit points at each level.

Crit Die: d6

Fumble Die: d12

Luck: A bedlamite’s current Luck modifier applies to all repair checks.

Starting Wealth: Bedlamites start the game with 2d12 dollars.

Action Die: Bedlamites use their action die on all rolls involving the use of contraptions, attacks, and all class abilities and skills unless otherwise noted.

Signature Weapons: Bedlamites prefer to use their own contraptions when backed into a corner and consider these to be “signature” when used as weapons. They will opt for derringers, light pistols, and knives when forced to resort to weapons they didn’t construct.

Path: Bedlamites aren’t necessarily evil; they just don’t give an owl’s hoot over much else other than what’s currently on the workbench. Losing a few lives while working out the “kinks” with their latest contraption is a cost the bedlamite will take. Bedlamites should start by walking the line.

CLASS ABILITIES

Contraptions: Bedlamites all have the inherent ability to create devices that bend the Laws of Nature. The arcane energies released during the Seven Days of Night baptized and imbued the bedlamite. Their natural talent to repair and invent has grown to such a degree that they can construct and “charge” contraptions that defy logic.

Contraptions fall into two categories.

Mundane Contraptions: The bedlamite can throw together and repair just about anything (that anyone can use) with the right tools, materials, and time. Mundane contraptions are an improvement over already existing devices, but bedlamites also like to create new and interesting contraptions (spring-heeled boots, lock pick gloves, water-proof lanterns, etc.).

To create a mundane contraption, both player and Judge should look over the “blueprint” to determine the complexity of the item. Factor the time required, plus the cost in materials, to help determine the DC needed to construct the item. Bedlamites start the game with two mundane contraptions of their design and automatically gain an additional one (no roll required) at each new level.

Use the Repair/Construction table as a loose guideline for making mundane contraptions. Bedlamites roll 1d20 + Intelligence modifier + level vs. the DC of the contraption + any additional modifiers set by the Judge.

(Note that there are no hard and fast rules for inventing new contraptions and improving upon things that already exist. A good Judge will try to work with the player to come up with something interesting for their efforts, but the creation should not overpower the game, nor should the character be allowed to use the ability unchecked and at will. Typically, allow time in the “shop” when the bedlamite has some downtime, funds, and the parts needed to make the attempt.)



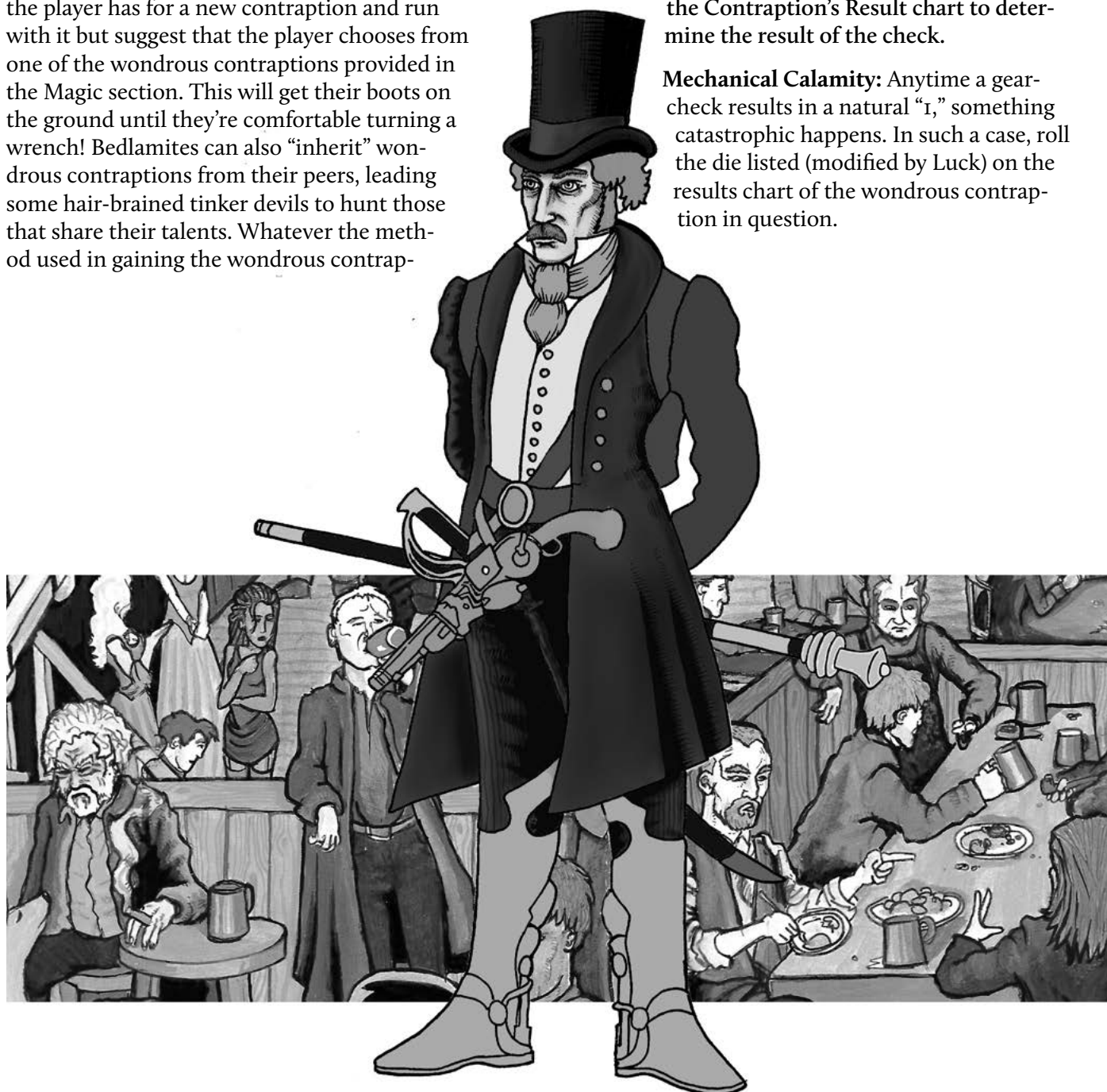
Wondrous Contraptions: Wondrous contraptions (pg 114) are fantastical items only usable by bedlamites. They are limited only by the imagination (and wallets) of their inventor and typically mimic magical spells or items that defy all logic. Wondrous contraptions must be brought to life *each* use by making a Gear check (see below).

The bedlamite starts the game with three wondrous contraptions at 1st level and then gains an additional one at each new level. Judges should take any idea the player has for a new contraption and run with it but suggest that the player chooses from one of the wondrous contraptions provided in the Magic section. This will get their boots on the ground until they're comfortable turning a wrench! Bedlamites can also "inherit" wondrous contraptions from their peers, leading some hair-brained tinker devils to hunt those that share their talents. Whatever the method used in gaining the wondrous contrap-

tion, bedlamites must spend a full week times the level of the contraption to understand its internal workings. After investing the proper time, one point of permanent Luck must be burned to erase the spirit signature of the original owner and attune it to the new owner.

Activating a wondrous contraption is referred to as a "Gear check" and is performed by rolling 1d20 + Intelligence modifier + level. The result is then compared to the corresponding number on the Contraption's Result chart to determine the result of the check.

Mechanical Calamity: Anytime a gear-check results in a natural "1," something catastrophic happens. In such a case, roll the die listed (modified by Luck) on the results chart of the wondrous contraption in question.



REPAIR/CONSTRUCTION TABLE

ITEM COMPLEXITY	ITEM DESCRIPTION	REPAIR TYPE	REPAIR DESCRIPTION	REPAIR TIME	CONSTRUCTION TIME	DC
Basic	Wagons, well pumps, weapons, lanterns, etc.	Minor	Item still works, but is damaged	1d3 hours	1d4 days	8
		Major	Item is broken and non-functioning	1d6 hours		
Advanced	Stage coach, steam engine, windmill, etc.	Minor	Item still works, but is damaged	1d5 hours	1d8 days	14
		Major	Item is broken and non-functioning	1d12 hours		
Complex	Grandfather clock, bank safe, reaper plow, Gatling gun, etc.	Minor	Item still works, but is damaged	1d12 hours	1d12 days	20
		Major	Item is broken and non-functioning	1d24 hours		
Alien	Chthonian brain drill, spacecraft, telepathic hood, etc.	Minor	Item still works, but is damaged	1d3 days*	N/A*	25
		Major	Item is broken and non-functioning	1d4 weeks*		

*N/A: These types of items are beyond the scope of mortal minds, thus constructing them is impossible, however repair work can be attempted on existing items.

BEDLAMITE PROGRESSION CHART

LEVEL	TITLE	ATTACK BONUS	CRIT DIE	FUMBLE DIE	ACTION DIE	REF	FORT	WILL
1	Tinker hound	0	d6	d12	1d20	+1	0	+1
2	Wrench savant	+1	d7	d12	1d20	+1	+1	+2





• CALAVERA •

For most of your early life, you could only “see” the spirits dwelling in the “Near,” a dark reflection of our world that serves as a way station for souls. Limited communication with the Near was possible with scrying objects, but once the Seven Days of Night came to be, the barrier dividing the living from the dead weakened, allowing for direct conversation. Word of your talents quickly spread through the spirit world, and now you often serve as a messenger for the dead, helping with unfinished business and getting messages to those still drawing breath in the skin lands (the land of the living). Your ability of communication also comes with a complement of powers—gifts from those that cherish you on the other side.

The class name comes from the ghostly glow resembling a sugar-skull that manifests on your face during the use of your special abilities. The beautiful design marks you as a fated messenger for the dead and strikes awe in those around you. The eerie glow lingers for 10 rounds after using an ability.

Hit Points: Calaveras use the d8 to determine hit points at each level.

Crit Die: d8 **Fumble Die:** d12

Luck: A calavera’s current Luck modifier applies to rolls involving their dead-speak interactions with denizens of the spirit world.

Starting Wealth: Calaveras start the game with 1d12 dollars.

Action Die: Calavera use their action die for attack rolls and all class ability and skill rolls unless otherwise noted.

Signature Weapons: Calavera typically favor weapons gifted to them by the spirits they encounter

and gain favor with. A restless soul wandering the vast expanse that is the spirit world has no use for objects left behind; thus, when a calavera offers to complete unfinished business in the land of the living, they are often led to small treasures tucked away as thanks. This leads to a variety of weapons from which the calavera can choose.

Path: Calavera start by walking the line, often feeling torn between the land of the living and that of the dead. Friends exist on both sides of the veil, and often, tough choices have to be made when choosing to save those that still draw breath over those that don’t.

CLASS ABILITIES

Dead Speak: Calavera see across the veil that divides the land of the living from that of the dead. Spirits, within eyesight, are seen while in the Near (that part of the spirit world that overlaps with our own) in addition to any un-dead invisible while visiting the skin lands. Calavera can communicate normally with any intelligent being in the spirit world. The language of death is universal.

Gloom Die: Calavera are unique. They unknowingly serve as a conduit to the negative energies pervading the spirit world, and as a result, they funnel trace amounts of energy (known as “gloom”) into both ranged and melee attack damage. Bullets leave a trail of crackling azure energy while melee weapons are awash in the same soul-numbing energy. The amount of damage inflicted is represented by rolling a “Gloom die” in addition to any standard damage. The type of Gloom die rolled varies by character level. Additionally, un-dead creatures normally resistant to non-magical attacks lose their resistance/immunity to weapons charged by the gloom.

CALVERA PROGRESSION CHART

LEVEL	TITLE	GLOOM DIE	CRIT DIE	FUMBLE DIE	ACTION DIE	REF	FORT	WILL
1	Gloom-kin	+d3	d8	d12	1d20	+1	0	+1
2	Harbinger	+d4	d8	d12	1d20	+2	+1	+1





• GAMBLER •

When the Seven Days of Night washed over the land, you were born again into a world where you could predict the outcome of anything with accuracy. Should the outcome of a situation not suit your needs, tapping the reserve of luck you feel coursing through your veins will bend the odds to your favor.

Hit Points: Gamblers use the d8 to determine hit points at each level.

Crit Die: d8

Fumble Die: d12

Luck: The gambler's current Luck modifier is added to all saving throws; Lady Luck has taken quite an interest in you.

Starting Wealth: Gamblers start the game with 1d24 dollars.

Action Die: Gamblers use their action die for attack rolls and all class ability and skill rolls unless otherwise noted.

Signature Weapons: Gamblers prefer weapons that are easily concealed and kept at the gaming table. Derringers, saps, and bladed weapons are usually favored.

Path: Gamblers are a self-serving lot with an occasional "flare-up" of genuine feelings for the well-being of their allies or good-natured folks they run across while traveling to the next big game. They begin by walking the line and typically stay the course throughout their lives.

CLASS ABILITIES

Shady Dealings: The gambler is proficient with a set of specialized skills that help them with games of chance and other, less honorable ventures.

- **Cheating:** As much as any gambler hates to admit it, sometimes you need an ace up your sleeve for that rare occasion that Lady Luck turns a blind eye to your thirst for top-shelf hooch. The *cheat* skill represents the gambler's knack for deception during games of chance. Determine success with an opposed

roll. The gambler rolls 1d20 + any Agility modifiers + level vs. the "mark" who rolls 1d20 + Intelligence modifier. When this involves multiple players, take the highest Intelligence modifier at the table and make one roll for the group. Should the gambler succeed, they have won the current round of gambling. Apply a cumulative -1d penalty to further cheating during the same game as suspicion grows amongst those being emptied of their pockets.

- **Losing the opposed roll** means the gambler is caught red-handed. This often results in the need for a quick exit lest the cheater be shown the business end of a shotgun or wind up in jail.
- **High Tolerance:** The gambler learns early in their career to moderate drinking to better control the ebb and flow of the game. The gambler gains a +1d modifier to resist the effects of alcohol.
- **Questionable Pursuits:** The gambler gains +1d related to non-violent criminal pursuits (safe cracking, stealth, stealing, etc.).

Lucky: Gamblers often find Lady Luck smiling upon them during their adventures and are a lucky charm to those that take to the trail with them. Instead of the normal Luck rules, the gambler not only regenerates Luck (one point per level each day) but gains a random amount of Luck for each point spent. To represent this, the gambler gains the use of a Mojo die that is rolled any time a point of Luck is burned. One Mojo die is rolled for each point of Luck the gambler spends. The type of die is determined by level. Remember that Luck can be burned to modify any roll before or after the die has been thrown, but the amount of Luck points burned must be declared before any dice are rolled.

The gambler may also rub some mojo on a friend needing a boost. Using Luck this way works out similarly by rolling the Mojo die for each spent point.



GAMBLER PROGRESSION CHART

LEVEL	TITLE	ATTACK BONUS	MOJO DIE	CRIT DIE	FUMBLE DIE	ACTION DIE	REF	FORT	WILL
1	Greenhorn	+1	+d3	d8	d12	1d20	+1	0	+1
2	Cardsharp	+2	+d4	d8	d12	1d20	+1	+1	+1



• GUNSLINGER •

While the spirit world is filled with poor souls just wandering the flip-side, there are a few that want to find their way back and finish blazing the trail of justice they left before their untimely demise. These spirits of vengeance “anchor” themselves to the weapons they once used in life, possessing the irons they used to exact justice. These “ghost-irons” as they’re often called, carefully select a person strong of heart and with fast hands to continue serving up justice in the dark frontier. These ghost-irons take a sharpshooter’s aim and lift it to supernatural levels, allowing for shots that border on the impossible.

Hit Points: Gunslingers use the d10 to determine hit points each level.

Crit Die: d10 **Fumble Die:** d12

Luck: Gunslingers apply their current Luck modifier to initiative rolls when using any firearm.

Starting Wealth: Gunslingers start the game with 1d12 dollars.

Action Die: Gunslingers use their action die on attack rolls and all class related abilities and skills unless otherwise noted.

Signature Weapons: Gunslingers prefer firearms over all else; however, sabers and bladed weapons are usually picked as a back-up for when they run out of ammo.

Path: The righteous spirit possessing the ghost-irons always looks for a person destined for the Righteous Path, but all gunslingers begin the game by walking the line.

Ghost-irons eventually disown gunslingers choosing to walk The Path of The Damned, refusing to even fire straight for them. Rumor has it dark aligned gunslingers (called pariahs) have appeared on the frontier, dead set on hunting down the gunslingers blazing the Righteous trail.

CLASS ABILITIES

Ghost Irons: The spirit possessing their irons augments the gunslinger’s own natural aim, making impossible shots a reality. To represent this, roll a “Deadeye die” to each shot fired from the ghost-irons. Adding the result to the ranged attack roll often allows for jaw-dropping feats of accuracy (see *trick shot*). When firing multiple shots during a single round, use the Deadeye die result rolled on the first shot for all additional shots fired. In addition to the added accuracy, ammo loaded into the possessed firearm is charged by the essence of the spirit and counts as magical once fired.

Trick Shot: One ability imparted to the gunslinger by his ghostly mentor is an uncanny sense of aim. Whatever gun skill the gunslinger had before being chosen is enhanced, allowing for called shots that defy all logic.

A Gunslinger can declare a trick shot once per round and only when using the possessed irons. Declare a trick shot before rolling any attack dice. Once declared, roll the Deadeye die along with the standard ranged attack die. The result of the Deadeye die counts as a ranged attack modifier. If the result is successful and the Deadeye die is 3 or higher, the declared trick shot is a success! Trick shots can add cinematic effects to an attack: shooting through a hangman’s rope, blasting a lantern to start a fire, shooting a pistol out of an enemy’s hand, or any other displays of precision.

Fan the Hammer: Gunslingers are capable enough with firearms to fire off several rounds in a matter of seconds. Gunslingers may “fan the hammer” at any point during a ranged attack action. Each additional shot after the first suffers a cumulative -1d penalty; however, the original Deadeye die result applies to each shot fired. The firearm used must be single action and the other hand must be empty.

GUNSLINGER PROGRESSION CHART

LEVEL	TITLE	DEADEYE DIE	CRIT DIE	FUMBLE DIE	ACTION DIE	REF	FORT	WILL
1	Drifter	+d3	d10	d12	1d20	+1	+1	0
2	Persuader	+d4	d10	d10	1d20	+2	+1	+1





• LUCHADOR •

You're a true warrior cut from a different cloth, a cloth that's stretchy and breathable! Guns are tools for the coward! Let real warriors step into the ring of life with nothing but hardened, well-oiled bodies, and stalwart souls eager for challenge. You're one of these honorable warriors and whether you're a direct descendant of Mexico, or trained by a wandering luchador in the ways of the ring, you walk the West in search of fame, fortune, and to punish all things evil. You spend each day honing your reflexes and pushing your body to its physical limits; high-flying acrobatics, new wrestling techniques, and mastering the path of a noble spirit take up most of your day when you're not out on the trail hunting evil.

Wrestling is a divine gift, and where a priest channels his inner faith through the Good Book, the luchador uses the mask to channel supernatural abilities. Each mask is unique and treasured above all else.

Hit Points: Luchadores use a d12 to determine hit points at each level.

Crit Die: d10 **Fumble Die:** d12

Luck: Luchadores add their current Luck modifiers to Reflex saves.

Starting wealth: Luchadores start the game with 1d8 dollars.

Action Die: Luchadores use their action die for attack rolls and all class ability and skill rolls unless otherwise noted.

Signature Weapons: Luchadores detest firearms and ranged weapons and even consider melee weapons a cowardly means to an end. The luchador wields his body as a signature weapon, inflicting 1d6 damage with any kick, punch, or headbutt.

Should a luchador choose to use a weapon of any type in an obvious act of desperation, they do so with a -1d attack penalty to initiative and attack rolls.

Path: Luchadores cherish honor above all else and consider themselves agents of the divine. Luchador begin the game by walking the line but should strive to build a reputation that tells the world they're on the Righteous Path. Luchador who consistently walk the line tread a very fine path and are "free agents" that use their abilities for more selfish pursuits. Some have turned their backs on the divine and focus more upon personal gain or even aligning with diabolical powers. Often referred to as "heels" or "rudos," luchadores that walk The Path of the Damned are those that have succumbed to the maddening taint of chaos.

Lucha Die: A luchador is a "living weapon." The wrestlers spend their days perfecting the art of wrestling, both in practice and theory. As a result, locks, holds, and submission moves are executed with deadly precision. To represent their skill, the luchador rolls a special die (the Lucha die) whenever attacking in melee. Add the result of the Lucha die to both attack and damage rolls with any unarmed attack. When making multiple attacks, roll the Lucha die once, and apply the modifier to all attack and damage rolls for the round.

CLASS ABILITIES

Signature Move: Luchador eventually develop their own style of wrestling, displayed by "signature moves." Signature moves blend showmanship, acrobatics, and martial skill, resulting in roars from the crowd and agonizing screams from the recipient of the move.

Once per round before rolling to attack, the luchador may declare a signature move. Add the result of the Lucha die as a modifier to both attack and damage as normal, but should the resulting Lucha die roll be a 3 or higher, the attempted signature move is a success, resulting in added effects (temporary blindness due to a claw rake, vomiting as a result of a vicious airplane spin, etc.).



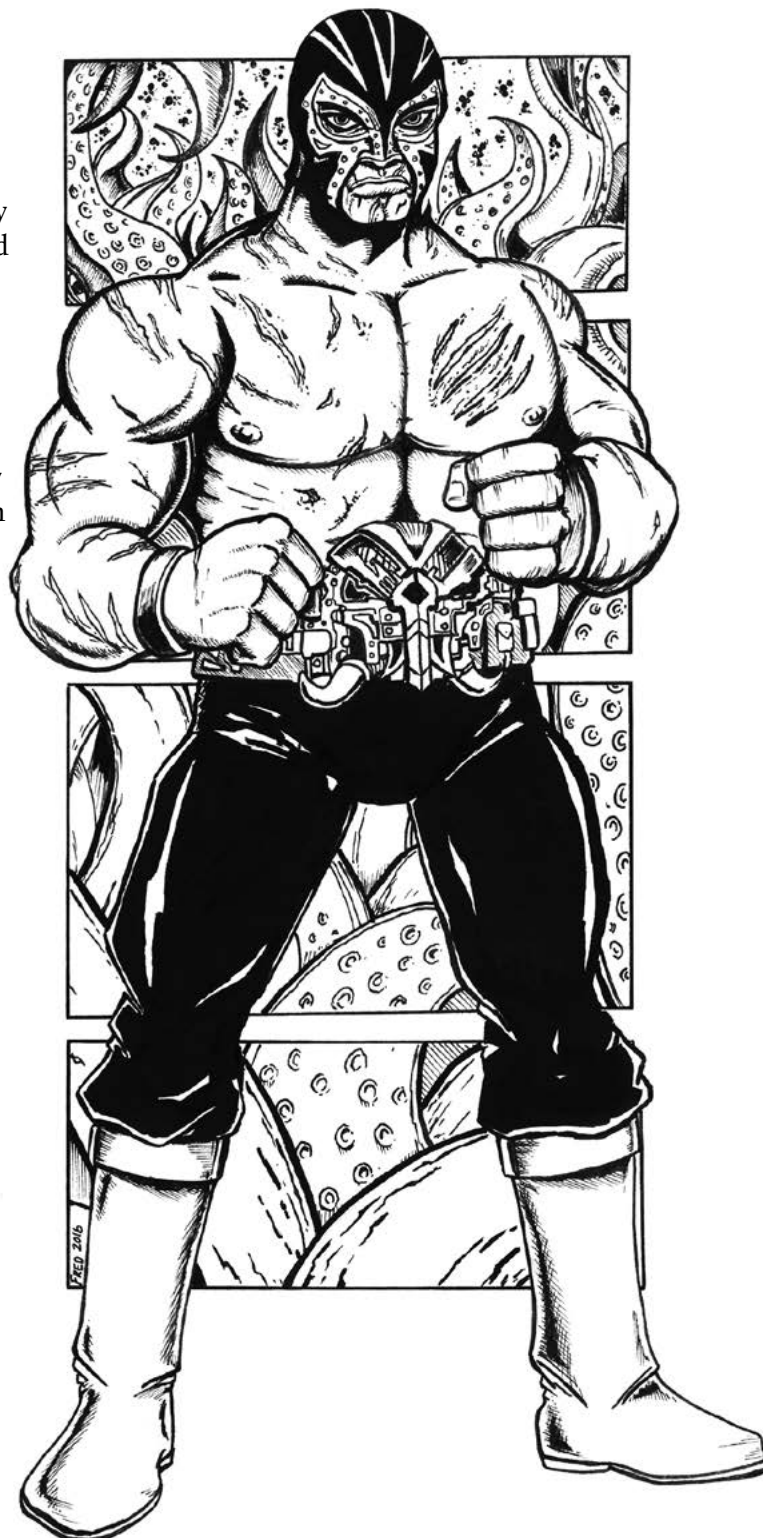


LUCHADOR PROGRESSION CHART

LEVEL	TITLE	LUCHA DIE	CRIT DIE	FUMBLE DIE	ACTION DIE	REF	FORT	WILL	FAME
1	Pluma	+d3	d10	d12	1d20	+1	+1	0	30%
2	Gallo	+d4	d10	d10	1d20	+1	+2	0	35%

Fame: As luchadores make their way across the frontier, their reputations as good-hearted warriors defending the weak result in their being treated like a celebrity. Players roll (equal to or under their *fame*) once the luchador enters any new town to see if they are recognized. If they are, word quickly spreads, and they'll soon find free meals and discounts on goods and services. See the Luchador Progression table for the chance of being recognized.

Well-Oiled Bodies: As part of the ritual fight, luchadores anoint themselves with sacred oils. If given time for this vital preparation, luchadores may add their Reflex save to their Armor Class (AC) when fighting in unarmed melee (the opponent must also be unarmed).





• MOUNTEBANK •

You were constantly on the move before the Seven Days of Night, hustling from town to town making a living by convincing folks you had the cure for whatever ails them. Truth be known, most of your remedies did little to nothing for folks and their pains, which is why you make it a habit not to overstay a welcome, in whatever rail-town you're visiting. When the odd chain of events started during the Seven Days of Night, you soon discovered you could add a supernatural catalyst to your remedies, giving them amazing properties that resemble the magical potions found in fairy tales! You spend your free time experimenting with new "recipes" both mundane and magical, to aid you and your allies out on the trail.

There may come a day when you're ready to reveal your genius to the scientific community, but for now you prefer the role of the mountebank, continuing to ply your silver-tongued salesmanship to the masses—peddling placebos and sugar pills while you keep the "good stuff" for those true moments of need or for folks with plenty of coin in their pocket.

Hit Points: Mountebanks use a d6 to determine hit points at each level.

Crit Die: d6

Fumble Die: d12

Luck: Mountebanks add their current Luck bonus to all *showmanship* rolls.

Starting Wealth: Mountebanks start the game with 1d12 dollars.

Action Die: Mountebanks use their action die for attack rolls and all class ability and skill rolls unless otherwise noted.

Signature Weapons: Mountebanks try to avoid getting caught up in the barbaric act of fighting and prefer using their elixirs (both mundane and magical) in the place of mundane weapons. A good backup is still a necessity for any thinking man, and derringers, small pistols, along with manageable bladed weapons fit the bill.

Path: Mountebanks are a self-serving lot that rarely think twice about selling sugar pills to put a steak on the table at the local saloon, but this doesn't mean a mountebank doesn't believe or desire to do some good now and then. Mountebanks begin by walking the line but lean towards The Path of The Damned.

CLASS ABILITIES

Showmanship: Being a person of many words, the mountebank uses fancy verbiage (combined with fast hands) to deceive and misdirect the audience during the "pitch," encouraging them to empty their wallets. The mountebank is skilled in various things related to performing a typical stage show, such as sleight of hand, oration, crowd reading, or fast-talking.

To attempt these skills, the mountebank will either need to match a DC set by the Judge or make a contested roll versus another character or NPC. Contested rolls are made by rolling a d20 + any relevant ability modifier + level vs. the opponent's d20 + any relevant ability modifier.

Alchemy: The mountebank is not only capable of creating genuine remedies for common ailments, but they've also learned to imbue recipes with arcane energy, resulting in creations with unexplainable, wondrous results. These recipes fall into one of two categories—mundane or magical.

Magical Recipes (pg 90): To create any magical elixir, salve, etc. the mountebank chooses a recipe from those kept in his personal journal. Mountebanks prefer a home-based lab for brewing but start with and carry a small portable lab for times spent on the trail. Mountebanks begin the game with three magical recipes. You earn one new recipe per level and through discovery while adventuring. To craft a magical elixir, the mountebank rolls 1d20 + Intelligence modifier + level. Cross reference the total on the chart of the chosen recipe found in the *Magic* section. Elixirs remain charged and can be

used by those they're given to; however, only a few magical elixirs can remain "charged" at any given time (see the Magical Elixir chart below).

Mutagenic Reaction: Mixing various chemicals with unstable components is a risky venture, even for one well versed in alchemy. Should the mountebank roll a natural "1" on any *alchemy* check, something has gone horribly wrong and often results in bodily harm to the imbiber or those around them. To determine the exact effect of the mutagenic reaction, roll the listed die found under each recipe and adjust by your current Luck modifier.

Mundane Recipes: The mountebank can also craft non-magical compounds such as acids, adhesives,

poisons, and even explosives. Proper ingredients must be on hand along with the mountebank's lab (portable works fine) to make a stable compound. Mountebanks begin play with 1 mundane recipe and gain an additional one at each new level. To determine the potency of the compound crafted, draw from a shuffled Gun deck and reference the Mundane Recipe chart. Mundane recipes take 1d10 rounds to craft and can be stored for 24 hours per level of the mountebank before losing potency. To keep crafty players from stockpiling stores of mundane recipes it is recommended that Judges limit mountebanks to carrying only one mundane compound of each type per character level.

MUNDANE RECIPE CHART			
CARD DRAWN	ACE OR 8	2,3,4,5,6,7,9,10	JACK
Adhesive	The mountebank spills the mixture causing both hands to become stuck. Draw a 2nd card from the Gun deck to determine the Strength of the adhesive and the DC of the Strength check required to pull free. Drawing a 2nd ace or 8 counts as if a queen was flipped for the result.	Up to 12" can be covered in the adhesive with an effective Strength of 10. The adhesive will also hold 10 pounds of weight for 2 hours. Targets who become stuck must pass a DC 10 Strength check to pull free.	Up to 24" can be covered in the adhesive with an effective Strength of 12. The adhesive will also hold 20 pounds of weight for 4 hours. Targets who become stuck must pass a DC 12 Strength check to pull free.
Acid	Accidental exposure! Draw a 2nd card from the Gun deck to determine the duration/damage inflicted. Drawing a 2nd ace or 8 counts as if a queen was flipped for the result. After the initial exposure, the mountebank may use a full round action to neutralize the acid, avoiding additional damage.	The mixture creates a corrosive that will burn through a 1'x 1' area roughly 1" thick in 3 rounds. Living or inanimate objects suffer 1d5 points of damage per round.	The mixture creates a corrosive that will burn through a 2' x 2' area roughly 2" thick in 6 rounds. Living or inanimate objects suffer 1d6 points of damage per round.
Bomb*	Premature detonation! Draw a 2nd card from the Gun deck to determine the damage/range/save DC the mountebank suffers because of the mishap. Drawing a 2nd ace or 8 counts as if a queen was flipped for the result.	D6 damage in a 5' area. Target must pass a DC 12 Reflex save or catch fire suffering an additional d6 on each subsequent round until the flames are extinguished.	D8 damage in a 10' area. Target must pass a DC 12 Reflex save or catch fire suffering an additional d6 on each subsequent round until the flames are extinguished.
Poultice	Bad brew has a caustic effect on the patient. Flip a 2nd card to determine the damage inflicted. Drawing a 2nd ace or 8 counts as if a queen was flipped for the result.	The resulting mixture may be applied to a wound to heal 1d3 points of damage. One dose is created.	The resulting mixture may be applied to a wound to heal 1d5 points of damage. Two doses are created; however, a wound may only be treated once per day.

MUNDANE RECIPE CHART (CONTINUED)

CARD DRAWN	KING	QUEEN	JOKER
Adhesive	Up to 36" can be covered in the adhesive with an effective Strength of 14. The adhesive will also hold 40 pounds of weight for 6 hours. Targets who become stuck must pass a DC 14 Strength check to pull free.	Up to 48" can be covered in the adhesive with an effective Strength of 16. The adhesive will also hold 80 pounds of weight for 8 hours. Targets who become stuck must pass a DC 16 Strength check to pull free.	Up to 72" can be covered in the adhesive with an effective Strength of 21. The adhesive will also hold 500 pounds of weight for 16 hours. Targets who become stuck must pass a DC 18 Strength check to pull free.
Acid	The mixture creates a corrosive that will burn through a 4' x 4' area roughly 4" thick in 12 rounds. Living or inanimate objects suffer 1d8 points of damage per round.	The mixture creates a corrosive that will burn through an 8' x 8' area roughly 8" thick in 24 rounds. Living, or inanimate objects suffer 1d10 points of damage per round.	The mixture creates a corrosive that will burn through a 10' x 10' area roughly 5" thick in 48 rounds. Living, or inanimate objects suffer 1d16 points of damage per round.
Bomb*	D10 damage in a 10' area. Target must pass a DC 12 Reflex save or catch fire suffering an additional d6 on each subsequent round until the flames are extinguished.	D12 damage in a 15' area. Target must pass a DC 12 Reflex save or catch fire suffering an additional d6 on each subsequent round until the flames are extinguished.	D16 damage in a 30' area. Target must pass a DC 16 Reflex save or catch fire suffering an additional 2d6 on each subsequent round until the flames are extinguished.
Poultice	The resulting mixture may be applied to a wound to heal 1d7 points of damage. Three doses are created; however, a wound may only be treated once per day.	The resulting mixture may be applied to a wound to heal 1d10 points of damage. Four doses are created; however, a wound may only be treated once per day.	The resulting mixture may be applied to a wound to heal 1d12 points of damage. Six doses are created; however, a wound may only be treated once per day. The poultice is so potent that it will also repair conditions: broken limbs: 2 doses used; organ damage: 3 doses; disease: 3 doses; poison: 2 doses; Blindness or deafness: 3 doses; lost limb: 4 doses.

*Bombs have a range of 10/20/30 ft.

MONTEBANK PROGRESSION CHART

LEVEL	TITLE	ATTACK BONUS	CRIT DIE	FUMBLE DIE	ACTION DICE	REF	FORT	WILL
1	Quacksalver	0	d6	d12	1d20	+1	0	+1
2	Cook	+1	d6	d12	1d20	+1	+1	+1

KNOWN RECIPE CHART

LEVEL	KNOWN RECIPES: WONDROUS/MUNDANE	MAXIMUM RECIPE LEVEL	MAXIMUM ACTIVE RECIPES*
1	3/1	1	2
2	4/2	1	2

*Number of recipes that can remain active at any given time including those given to allies to use.





• MYSTIC MONK •

The universe is a beautiful, complex dance between light and dark, good and evil, and one cannot exist without the other. You're one of the few that understands the necessity of this balance and the challenge that comes from dedicating your life to protecting it.

Perhaps you're a descendant from the exotic lands of the East, come to see the wonders of the frontier firsthand, or maybe you crossed paths with a traveling monk and through his wisdom found the inner peace your soul had been seeking for years.

Hours of meditation, studying philosophy, and intense martial arts training have helped you transcend the mind and body, allowing you to push deeper into the psyche to tap a force known as "chi," a living energy connecting all things. An energy used to perform superhuman feats.

Hit Points: Mystic monks use a d10 to determine hit points at each level.

Crit Die: d10

Fumble Die: d12

Luck: A mystic monk's current Luck modifier applies to all initiative checks.

Starting Wealth: Mystic monks start the game with 1d8 dollars.

Action Die: Mystic monks use their action die for attack rolls and all class ability and skill rolls unless otherwise noted.

Signature Weapons: Mystic monks are masters of martial arts and exotic weapons originating from the Orient. They prefer them to the firearms normally carried in the Western territory. To reflect their mastery over exotic weapons, mystic monks may choose two signature weapon slots from the exotic weapons category and inflict 1d6 damage by way of hand or foot attacks. Mystic monks choosing to carry a firearm as a signature weapon must devote two slots to it.

Path: Mystic monks strive for balance in all things and not only begin by walking the line, but strive to maintain it. Mystic monks often weigh their actions and how they'll impact the grand scheme of things. This isn't saying the mystic monk is immune to emotion, friendship, and even love and the decisions those relationships might influence, but they strive for balance and harmony in most instances. Mystic monks that successfully walk the line gain a +2 modifier to all interaction rolls.

Chi Die: Only the mystic monk has mastered the art of channeling living energy, or "chi" as it is known to students of Eastern philosophy. It resonates in all living things, and only the mystic monk has mastered techniques for tapping into and harnessing chi to perform supernatural feats. Chi is represented in-game by the roll of a "Chi die." Character level determines the type of die rolled (see the Progression table). The Chi die is added to all melee attack and damage rolls during the combat round.

CLASS ABILITIES

Martial Arts: The mystic monk is a true master of the martial arts and may declare its use once per round for added effect to an attack. To use martial arts, the mystic monk declares a martial art move he wishes to perform before rolling for an attack. Roll the Chi die along with the attack die and use it as a modifier to attack and damage rolls, but should the result of the Chi die total 3 or higher, the declared maneuver is successful. This typically adds additional effects to the attack like trip, stunning strike, throw, choke, blinding strike, etc. Remember, only one martial arts move may be attempted in a round. Should the mystic monk attack more than once in a round, use the result of the Chi die as a modifier for all additional attacks.



MONK PROGRESSION TABLE

LEVEL	TITLE	CHI DIE	CRIT DIE	FUMBLE DIE	ACTION DICE	REF	FORT	WILL
1	Novitiate	+d3	d10	d12	1d20	+1	0	+1
2	Walker of the Way	+d4	d12	d10	1d20	+2	+1	+1



• OCCULTIST •

You were always an “odd bird” as a child. While most kids get the “jimmy legs” after barely cracking open a book, you took to whining when Ma and Pa ushered you out to go play. Your hunger for knowledge was never satiated and would eventually take a turn towards the esoteric world of occult investigation. Whether checking out the locals’ accounts of the walking cacti of New Mexico, or investigating mysterious disappearances in local rail towns, you never grow weary on your quest to discover things most men turn a blind eye to.

At some point you began to dabble in the arcane arts with little to show for it, but the Seven Days of Night peeled the lid back on the arcane energies that constantly flow around all living things. You discovered that these energies could be plucked out of the air and woven into spells and rituals to astounding effect. Your newly acquired spell abilities, coupled by uncanny investigative skills, makes you indispensable to any posse setting out to pull the curtain back on folks and the things they serve in attempts to bring about the end of the world

Hit Points: Occultists use a d6 to determine hit points at each level.

Crit Die: d6

Fumble Die: d12

Luck: An occultist’s current Luck modifier applies to all investigation rolls.

Starting Wealth: Occultist start the game with 2d12 dollars.

Action Die: Occultists use their action die for attack rolls, spell checks, and all class related ability and skill rolls unless otherwise noted.

Signature Weapons: Occultists spend most of their time with a nose buried in dusty tomes, rather than shooting cans off of fence posts; however, the need for a back-up weapon isn’t lost on them. For ranged weapons, derringers and small pistols are typically chosen, while easily concealed bladed weapons are for those unavoidable melee encounters.

Path: Occultists begin the game by walking the line, but their constant dabbling in the occult along with regularly dealing with outside malevolent forces often leads them down The Path of The Damned.

CLASS ABILITIES

Investigation: Occultists are known for having sharp minds and an unmatched attention for detail. This natural propensity for curiosity often aids them while attempting to spot a clue or in learning more about the lore of a legendary creature stalking a local town. Occultists gain a +1d modifier with any investigative roll.

Arcane arts: The occultist has a rare talent for channeling ambient arcane energy into rituals and spells committed to the pages of ancient scrolls and tomes. Occultists begin the game with a personal grimoire containing four spells (pg 104), adjusted by their Intelligence modifier and are determined randomly (though benevolent Judges may allow a player to choose one or two). Occultists gain one spell at each new level and any discovered during their adventures. Spells are listed in the *Magic* section.

To cast a spell, roll 1d20 + Intelligence modifier + level. The result should then be cross-referenced with the results chart for the spell being attempted.

Spellburn: Occultists often attempt to increase the effects of a spell being evoked by using blood sacrifice (spellburn). Declare the number of points spent from any physical Attribute(s). Each point “burned” this way adds one to the total result of the spell check on a 1:1 basis. You must declare spellburn before rolling any dice to attempt the spell. Describe what method the occultist is using to spellburn (cutting with a ritual dagger, burning flesh, etc.). This adds to the cinematics of the act. Ability points burned in this manner cannot be healed magically, as doing so upsets the ebb and flow of arcane energies that constantly surround the occultist.



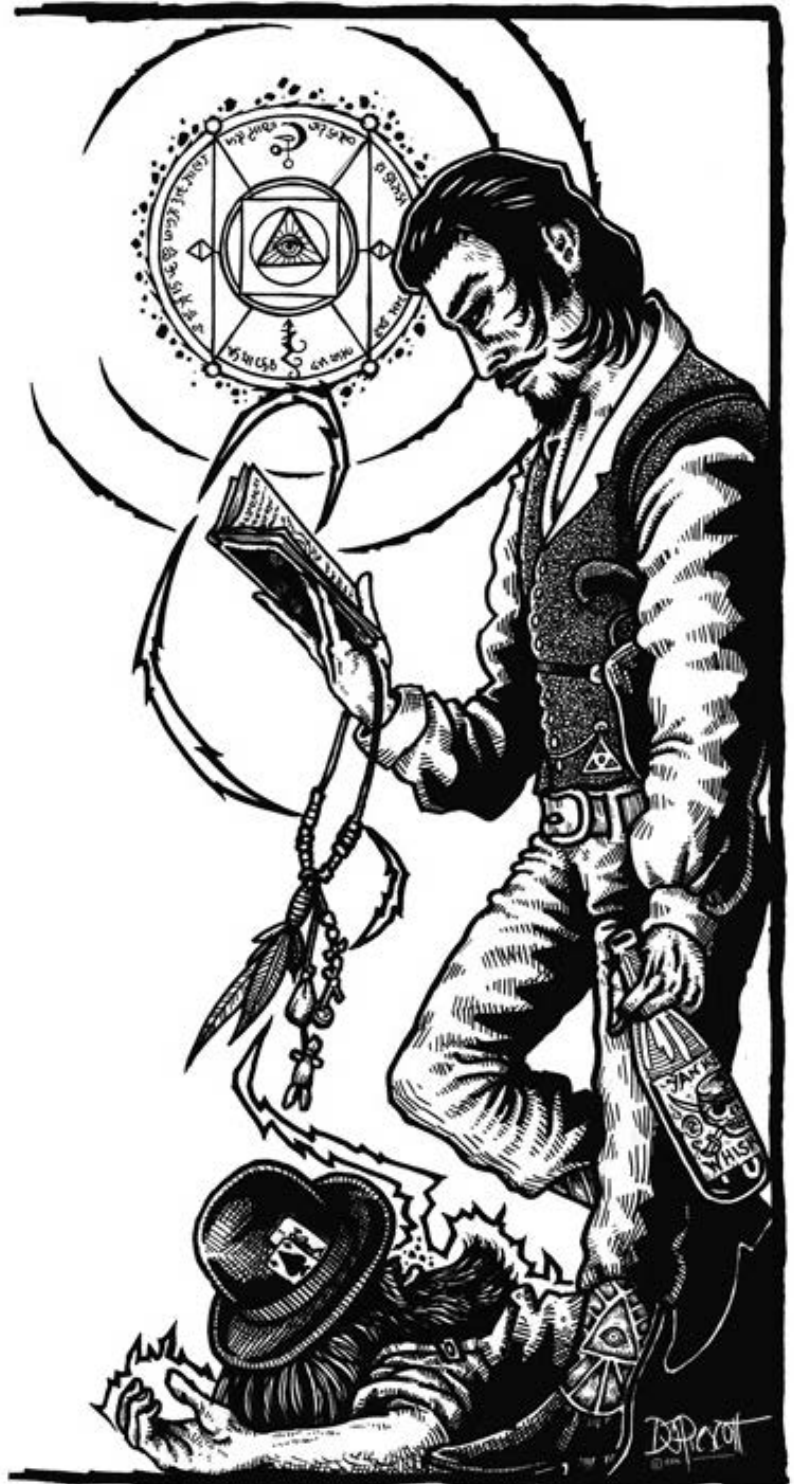


OCCULTIST PROGRESSION CHART

LEVEL	TITLE	ATTACK BONUS	CRIT DIE	FUMBLE DIE	ACTION DICE	REF	FORT	WILL
1	Conjure man	0	d6	d12	1d20	+1	0	+1
2	Warlock	+1	d6	d12	1d20	+1	+1	+2

OCCULTIST SPELL CHART

LEVEL	KNOWN SPELLS	MAXIMUM SPELL LEVEL
1	4	1
2	5	1





• REVELATOR •

You spent your days in a peaceful existence, tending to the spiritual needs of your flock—that is until the events of the Seven Days of Night set loose dark things into the world, and a visitor from Heaven itself came to you with a different calling. This angel (for what else could it have been?) declared that the time of peace you'd gotten all cozy with had ended. Men with the blackest of hearts had unleashed unspeakable evil into the world and are intent on bringing about the end of mankind by freeing ancient gods trapped in dimensional exile.

It was then that it baptized you in the fires of divinity. The flames enveloped you, licked at your soul, left you burning with a different fire, one that helps you march faithfully into the darkest night, providing you with the divine power to manifest miracles—hallelujah brother!

Hit Points: Revelators use a d8 to determine hit points at each level.

Crit Die: d6

Fumble Die: d12

Luck: Revelators add their current Luck bonus to all Willpower saves.

Starting Wealth: Revelators start the game with 1d8 dollars.

Action Die: Revelators use their action die for attack rolls and all class related ability and skill rolls unless otherwise noted.

Signature Weapons: Revelators typically choose firearms, clubs, and bladed weapons when forced to fight.

Path: Revelators begin by walking the line but must strive towards The Path of The Righteous, knowing the role they play in the upcoming endgame between the forces of light and the agents of darkness. Revelators tolerate the “darker heroes” making their way across the frontier, ultimately seeing them as a means to an end.

CLASS ABILITIES

Miracles: Revelators act as a direct conduit to the Divine, able to perform things best described as miracles by those who give witness. Miracles take many forms that often depend upon the moment of need (raining fire down from the heavens to smite evil, creating food and water for the hungry, etc.). To represent this, the revelator may choose from any of the miracles listed in the *Magic* section (pg 98). A number of miracles can be held based upon character level. In addition, a large assortment of clerical spells (miracles in the Dark Trails RPG) are found in the pages of the Dungeon Crawl Classics rulebook. Miracles are prayed (chosen) for at the start of each day based upon the predicted needs of the Revelator.

To perform a miracle, the revelator rolls a d20 + Personality modifier + level. The total is then checked against the results chart of the miracle being performed.

Divine Healing: The revelator has a gift for channeling divine energy for the purpose of healing the sick and wounded. To attempt a healing, the revelator must physically touch the subject's wound. The player should roll 1d20 + Personality modifier + level and reference the result on the Healing chart.

Determine the degree of success by cross-referencing the current Path of the subject with that of the healer. To avoid any confusion, determine the Path by looking at their current position on the Path tracker. Characters one or more steps in either direction count as being on that Path. Characters walking the line are adjacent to either Path. The result is the number of dice rolled to determine restored hit points using the Hit Die type of the class being healed (luchador d12, gunslinger d10, etc.). The number of Hit Dice healed can never exceed the level of the subject.

For example. A revelator has advanced two steps towards The Path of The Righteous. He attempts to



heal his friend, a gambler who is one step toward The Path of The Damned. The revelator is considered Righteous, while the gambler is considered Damned. Checking the healing chart reveals the two are considered to be on opposite paths.

HEALING CHART			
HEALING CHECK RESULT	SAME PATH	ADJACENT PATH	OPPOSITE PATH
1-11	Failure	Failure	Failure
12-13	2 dice	1 dice	1 dice
14-19	3 dice	2 dice	1 dice
20-21	4 dice	3 dice	2 dice
22+	5 dice	4 dice	3 dice

Some wounds are harder to heal than others. Use the following as a guideline for more serious conditions and the number of dice required to heal each condition. Conditions healed do not restore lost hit points. Each condition must be healed separately.

Broken Limbs: 2

Organ Damage: 3

Disease: 3

Poison: 2

Blindness or deafness: 3

Lost Limb: 4

Fall From Grace: Sometimes a revelator takes a wrong turn while trying their best to walk the righteous path. Falling from grace can often seem random, but it's known that God has a plan for

everything. Sometimes a revelator can unknowingly step on divine "toes," hindering that plan.

Should a revelator roll a natural "1" on a divine healing or miracle check, the revelator's action conflicts for reasons unknown, and the revelator begins his *fall from grace*. From this point, the threshold for a fall from grace increases from a natural 1 to a natural 1 to 2. Each additional fall from grace cumulatively increases the fall from grace threshold by one. The revelator must also immediately roll on the Atonement chart (see below) to discover a means to make amends. Roll 1d4 for each point in the threshold the roll failed by. Adjust the result on the chart by your current Luck modifier. Achieving atonement removes any and all penalties associated with the fall from grace.

For example: The fall from grace threshold is considered a 1-5. Should the Revelator roll a natural "5" on the d20 used to attempt a healing or a miracle, 5d4 would be rolled, adjusted by the Luck modifier and then referenced on the Atonement chart.

Sacrifice: Revelators can reduce the *fall from grace* threshold by sacrificing personal gains. This can come in the form of cash, gold, or valuables found or plundered from the forces of darkness. Additionally, great acts of kindness can also help to reduce the threshold. Average sacrifices typically reduce the fall from grace thresholds by -1, while truly giving good deeds and large amounts of wealth can reach -3. Judges should be strict but fair.

MIRACLES KNOWN PER LEVEL	
REVELATOR LEVEL	1ST LEVEL MIRACLES
1	4
2	5

REVELATOR PROGRESSION CHART								
LEVEL	TITLE	ATTACK BONUS	CRIT DIE	FUMBLE DIE	ACTION DIE	REF	FORT	WILL
1	Bible thumper	0	d6	d12	1d20	0	+1	+1
2	Evangelist	+1	d8	d10	1d20	0	+1	+2



ATONEMENT CHART

ROLL XD4*	ATONEMENT
1	The revelator suffer pangs of uncontrollable guilt as they realize the error of their ways. The revelator must immediately drop to their knees and pray for 1d4 hours if able. Should the preacher be in combat or another potentially deadly situation, all rolls suffer a -1d penalty until atonement is made.
2	The revelator feels a searing heat burn through their clothing as their holy book falls to the ground aflame. The preacher is momentarily stunned for 1d4 rounds in addition to suffering a -1d penalty to further uses of the attempted ability for the next 2d4 hours.
3	A ghostly host of those long past appear within sight of the revelator, pointing accusatory fingers while their whispers penetrate the preacher's mind. For the next 24 hours, the revelator suffers a -1d penalty to further attempts at using the ability causing the <i>fall from grace</i> .
4	A bolt of lightning strikes down from the heavens burning the revelator's hands. All attempts at healing suffer a -1d penalty for 2d4 hours.
5	Shadow demons manifest and attack the revelator's own shadow, causing them to lose any Willpower save bonus for 2d4 hours.
6	The chain the revelator's crucifix hangs from animates, wrapping around the preacher's throat, lifting them off the ground. The revelator suffers 1d4 temporary Stamina damage from choking for 1d6 rounds and is helpless for the duration.
7	The ground shakes momentarily, cracking under the revelator's boots causing them to stumble and fall prone. The preacher must spend his next full action standing up and suffers a -1d penalty to additional attempts at the ability that caused the <i>fall from grace</i> for 2d4 hours.
8	The revelator vomits up an albino asp which immediately strikes the preacher before crumbling to dust. The revelator suffers a -4 penalty to all class abilities. The effects last until the next sunrise.
9	A foul gust of wind momentarily blows the revelator back a step. The wind carries a disease that subtracts 2 from Strength, Stamina, and Agility. The points return at the rate of one per day and cannot be magically healed.
10	The revelator falls to their knees and screams out in pain as an imaginary whip repeatedly strikes his back, shredding skin and cloth. The preacher suffers 3d4 damage and is incapable of performing miracles for the next 24 hours.
11	The revelator must pay the price for healing those that have strayed from the path of the righteous. Any restored hit points are also suffered as damage to the revelator. Damage suffered in this way must be healed normally. This atonement lasts for the next 24 hours. If the action causing the <i>fall from grace</i> was not a <i>divine healing</i> check, this applies to the very next time the revelator uses that ability.
12	A swarm of locusts manifest, constantly crawling and biting the revelator in addition to destroying nearby crops. The revelator loses the <i>divine healing</i> and <i>turn back the night</i> ** abilities for seven days and seven nights while the swarm is present. Additionally, the preacher suffers 1pt of Stamina damage for each day the swarm is present.
13	The powers that be punish the revelator by refusing them the ability to perform miracles. Each successive day allows the revelator a DC 15 Willpower save to regain favor. The DC can be modified favorably by performing charitable deeds (repairing the local orphanage, donating money to families in need, etc.) at the Judge's discretion.
14	A murder of crows materializes and attacks the revelator—plucking out their eyes and rendering them blind. The eyes grow back over seven days and seven nights through divine intervention (no roll needed).
15	The revelator is marked as a blasphemer. The mark is placed in an area for all to see and draws the ire of anyone interacting with the preacher forcing a -2d penalty to all interaction rolls. Animals (wild or domestic) will avoid the revelator or attack if cornered. The atonement lasts until the revelator can find a church to attend next Sunday, confessing his sins and giving all but 10% of his worldly possessions.
16	The revelator's ability to heal and perform miracles has the potential to target the wrong individuals. Should any <i>divine healing</i> roll or miracle result in an odd number before any modifiers the ability benefits a random enemy in the area. Should there not be an enemy to receive the benefit of the ability it has no effect. An even roll means the ability works as desired. This atonement lasts for 24 hours.
17	The revelator gives off the strong scent of rotting meat for 1d6 days. Each day results in double the chance for random encounters, with a 50% chance the creatures will be some type of un-dead. The revelator is the preferred target. While in effect the preacher is incapable of turning back the night.
18	Any body of water, or liquid in any amount within 100' of the revelator, turns to blood. Additionally, the revelator is marked in such a way that others know they're the source of the freakish event. This could result in a lynching or worse. All interaction rolls are made at a -3d penalty. The atonement lasts until the revelator can save seven souls.
19	The revelator shows signs of stigmata. Their wrists and feet develop horrible wounds as cuts appear around the crown of the head. The bleeding prevents the use of <i>divine healing</i> or performing miracles and inflicts 1d4 Stamina damage for each day of the atonement. The effects last until the revelator is left with 1pt of Stamina. After which, Stamina damage returns to full and the wounds vanish, leaving only scars as a reminder of the preacher's transgressions.
20+	Heavy rains and thunderstorms follow the revelator for seven days and seven nights, causing flood like conditions in any area they visit. All outdoor activity suffers a -2d penalty, including using any of the revelator's abilities.

*Roll 1d4 for each point of the failed roll. Should the threshold be 1-3 and a natural 3 is rolled the character would then roll 3d4 and consult the Atonement chart. **This ability is included in the full version of the Dark Trails RPG.





• SIN EATER •

You're a walking, talking, breathing piece to a puzzle that confounds those who dare to think outside the pages of the Good Book. You'd surely find yourself at the business end of a rope should you "enlighten" the good folks as to what happens when they draw their last breath. Just like every soul that passes over, yours began its final journey amidst the blood-reeds, along the River Styx, and as fate would have it, your ferryman arrived but not to take you to Heaven or Hell. You were worthy, chosen by Charon himself to shepherd souls across the treacherous waters of the River Styx, finding the shores of whatever afterlife the soul earned whilst still amongst the living.

When the events of the Seven Days of Night hit the land of the living, multitudes of souls found their journey to the underworld cut short, trapped to wander the spirit world. This sudden influx of "soul-traffic" could tip the scales between the living and the dead, setting an ancient prophecy in motion that could bring about the end of the world. Sensing the coming calamity, Charon has chosen you along with a small cadre of the Brothers of the Blood-Reeds to travel back to the lands you once walked, to shepherd lost souls and put down those that prey on them. Enacting ancient rites, your spirit finds its way to the land of the living through a suitable host, taking possession of it just as its last breath is being drawn. This ancient rite of binding not only heals the host body of all wounds but you also retain many of the memories and skills of the deceased to better serve you on your new mission.

Note that with a funnel adventure, reserve the sin-eater class for zero-level characters that perished during the adventure.

Hit Points: Sin-eaters use a d10 to determine hit points at each level.

Crit Die: d8

Fumble Die: d12

Luck: Sin-eaters add their current Luck bonus to all navigation related rolls.

Starting Wealth: Sin-eaters start the game with 1d12 dollars.

Action Die: Sin-eaters use their action die for attack rolls in addition to all class related ability and skill rolls unless otherwise noted.

Path: Sin-eaters begin by walking the line but must strive towards The Path of The Righteous. Charon expects sin-eaters to follow the creed of the ferryman: To shepherd lost souls and exact vengeance upon those who prey upon them. Sin-eaters are chosen from the ranks of ferrymen for their strength of character and dedication to seeing each soul find its way "home."

Signature Weapons: Sin-eaters are chosen from various time periods in history. This can lead to a vast selection of weapons that the sin-eater may choose from. To represent this, one of the two allowed signature weapons must be the character's "soul-aegis" (see below).

CLASS ABILITIES

Last Rites: Every sin-eater carries an ancient tome that contains every burial rite known to man. To perform last rites, the spirit must be a willing participant. Typically, the spirit wishing to depart will lie prone while the sin-eater places his obol (a symbolic coin given to every ferryman by Charon himself) in the mouth of the spirit desiring eternal rest before performing the burial rite. Once complete, the spirit appears by the shores of the River Styx; the obol returns to the sin-eaters palm the following round.

Soul-Aegis: Every ferryman carries the weapon wielded during the time of "first death" as their weapon of choice while shepherding souls along the dangerous banks of the River Styx. The weapon accompanies the ferryman as he journeys to the land of the living and assumes the role of a sin-eater. The weapon shares a special link with the sin-eater and has the following qualities:



The soul-aegis cannot be permanently destroyed. Should the weapon suffer enough damage to be ruined, it crumbles to ash only to reappear holstered or strapped to the side of the sin-eater. Edged weapons retain a keen edge, never needing sharpening, while ranged weapons always find ammunition reforming in their quivers or cylinder chambers. One bullet, arrow, etc. reforms with every combat round, or one turn in normal game time.

The soul-aegis becomes deadlier once it crosses the veil and is wielded in the spirit world. To represent this, the weapon's critical hit threshold increases to a natural 19 to 20 anytime it is in the spirit world or when used against a creature that originates from it—like un-dead.

Creatures native to the spirit world must pass a DC 13 Willpower save to attack the sin-eater if another viable target is present. If the saving throw fails and there are no additional targets to attack, the attacking creature suffers a -1d penalty to all melee attack rolls versus the sin-eater.

Soul-Sense (cost 1pt. of temporary Personality): The sin-eater focuses their vision to include objects and denizens of the closest parts of the spirit world (the Near). It takes one round to activate *soul-sense* and the ability lasts 10 rounds per level. While activated, communication with denizens of the spirit world is possible.

Side-Step (cost 1pt. of temporary Personality): The sin-eater can physically enter the spirit world by focusing on any reflective surface for one round. The effort of crossing the dividing veil is taxing and each use (including the return trip) costs 1 point of temporary Personality. Once spent, the sin-eater rolls 1d20 + Personality modifier + level. Compare the total against a DC set by the Judge, but it typically starts at a DC 10 and is modified by the situation. For example: attempting to enter the spirit world in broad daylight in front of dozens of onlookers might impose a -5 penalty, while attempting the ability at midnight in a graveyard would impart a +5 bonus.

Transporting a living ally or mount is possible, but the DC and temporary Personality cost is increased by +1 per living passenger.

SIN-EATER PROGRESSION CHART

LEVEL	TITLE	ATTACK BONUS	CRIT DIE	FUMBLE DIE	ACTION DICE	REF	FORT	WILL
1	Soul shepherd	+1	d8	d12	1d20	0	+1	+2
2	Raven-kin	+2	d10	d12	1d20	+1	+2	+2





• TOMMYKNOCKER •

You were never known as a lucky fella, so it was no surprise to family and friends that you found an untimely demise during the Seven Days of Night. What did surprise them was the day you rose from the pine box in your Sunday best and told the preacher you'd be taking a raincheck on that eulogy—until you take care of some unfinished business. Now you find yourself a walking corpse; breathing ain't on the "to-do list" anymore and a belly full of lead won't slow you down, much.

Note that with a funnel adventure, reserve the tommyknocker class for zero-level characters that perished during the adventure.

Hit Points: Tommyknockers use a d14 to determine hit points at each level.

Crit Die: d8 **Fumble Die:** d12

Luck: Tommyknockers add their current Luck bonus to Fortitude saves.

Starting Wealth: Tommyknockers begin the game with 1d8 dollars.

Action Die: Tommyknockers use their action die for attack rolls in addition to all class related ability and skill rolls unless otherwise noted.

Path: Tommyknockers begin by walking the line but often veer towards The Path of The Damned as they re-animate with unfinished business and don't give an owl's hoot about anyone that gets in the way.

Signature Weapons: Tommyknockers return from the spirit world with supernatural strength. They prefer melee weapons that leave a permanent mark on those foolish enough to cross their path.

CLASS ABILITIES

Dead Head: Tommyknockers have no need to breathe, eat, sleep, or do any other bodily task normally required of the living. Tommyknockers are immune to poison, suffocation, and damage from inhalation attacks. Tommyknockers automatically pass "recover the body" checks but suffer a permanent -1 to Stamina with each return to represent the body's inability to withstand fatal wounds. Once Stamina reaches zero the tommyknocker's body has sustained too much damage to continue hosting their soul and is released to cross into the spirit world.

Strength of the Grave: The tommyknocker returns from the spirit world with the strength of the grave coursing through their rotting veins. All melee attacks gain a +1d modifier to damage rolls. Strength-based skill checks also benefit from the bonus.

Stitch It Up: Tommyknockers aren't capable of healing wounds naturally or by magical means; instead, they must manually repair damage suffered during adventuring. Cuts must be stitched up, breaks set, holes plugged, etc. For each hour spent repairing wounds, the tommyknocker regains 1 Hit Die in hit points. Allies wishing to aid the tommyknocker halve the time normally required to make repairs as long as they have a medically related occupation.

TOMMYKNOCKER PROGRESSION CHART

LEVEL	TITLE	ATTACK BONUS	CRIT DIE	FUMBLE DIE	ACTION DIE	REF	FORT	WILL
1	Rotter	+1	d8	d12	1d20	0	+1	+1
2	Harbinger	+2	d8	d12	1d20	0	+2	+1



CHAPTER TWO

RULES

Ain't nothin scarier than a man
with a gun. And ain't nothing more
helpless than a man without one.

— *Frank Griffin, Godless (2017)*



RULES

ABILITY CHECKS

Some actions rely more on a character's natural abilities—the lifting of a railroad tie off of an ally would not have an involved skill. Judges calling for an ability check will have players roll $1d20$ + the relevant ability modifier vs. the DC of the task at hand.

Sample Difficulty Numbers

DC 5 tasks are so easy a kid wet behind the ears could do it. Typically, you don't roll for these minor challenges unless there is a consequence for failure. Example: Walking on a four-foot-wide cliff edge requires no check, but walking a four-foot cliff that forms a natural bridge across a yawning chasm does, as there is a significant consequence to failure.

DC 10 tasks are real work. The weak and unskilled could not likely achieve these tasks. Example: kicking down a door, scaling a smooth cliff wall, or hearing the approach of a mountain lion stalking its prey.

DC 15 tasks are feats that can present quite a pickle. It takes someone special to accomplish these tasks. Examples: jumping a gorge, attempting to snatch an object out of a target's hand while galloping on a horse, lassoing a jutting rock as the hero falls from a cliff.

DC 20 tasks are a hero's work. Only the seasoned veterans of a posse can accomplish these monumental deeds.

SKILLS

As stated in the occupations section of character generation, skills are trained (they relate to your occupation) or untrained. Trained skills use $1d20$ + ability modifier vs. a DC set by the Judge. Untrained skills use $1d10$ + ability modifier vs. a DC set by the Judge.

Matching or beating the DC of the skill check results in success.



Assisting Skill/Ability Checks

Up to four characters may offer help and gives a +1 bonus to the roll in question. Judges may require the assisting characters have the relevant skill or ability needed to assist the task at hand.

Contested Rolls

Situations can arise where characters will have to match their skills and abilities against those who are working against them. In such a case, each side rolls using one of the above methods (skill or ability check). The side completing the task with the most success is considered the victor, keeping in mind the DC of the task must still be matched or beaten.

COMBAT

Below you'll find a basic rundown of how combat works in Dark Trails.

- ♠ Before the first round begins, determine if either side involved is surprised or facing something that warrants a Grit check (see *Fear & Madness*).
- ♠ Each character that is unsurprised and suffers no loss of action due to a failed Grit check then rolls for initiative to determine the order of action during a round of combat. Players with multiple characters (funnel style) should only roll once, counting the highest initiative modifier.
- ♠ Once initiative is determined, characters and enemies act in order of initiative from highest to lowest.
- ♠ Make attacks by rolling a d20 and adding any relevant modifiers. Compare the total to the target's Armor Class (AC). Matching or beating the defender's AC results in success.

Successful attacks often result in the target suffering damage as determined by the type of weapon, spell, ability, etc. used.

Keeping Time

Combat is broken down into rounds with each round consisting of 10 seconds. During combat, one turn is 10 rounds; however, activities taking place outside of combat are also measured in turns, each of which is approximately 10 minutes. Round time in combat up to the nearest non-combat turn.

Movement

Most characters move at a rate of 30 feet per round. Judges may wish to reduce a character's movement if heavily encumbered by as much as half the normal rate depending on how much they are carrying.

Marching Order

When bullets start to fly, it's important to know which lucky person catches some lead first. Encounters with narrow lanes of travel might limit movement enough to where characters must form a "marching order." Each player should state where their character is amongst his allies. Handing players a piece of paper to make a rough diagram showing character placement can be helpful during the game. In funnel style games, have each player stack their character sheets with the top most character being in the front during gameplay.

Surprise

Before either side acts in combat, the Judge determines if anyone is surprised or too frightened to act. Characters who have no chance to detect someone/thing waiting to get the jump on them are automatically surprised. Judges may give characters a chance to detect traps, ambushes, etc. with an opposed ability checks. The character/monster attempting the surprise rolls 1d20 + Agility modifier vs. the targets 1d20 + Intelligence modifier. Surprised targets lose their first round actions and are flat-footed (positive Agility modifier is not added to AC this round).

Fear

Judges should determine whether to call for a Grit check before each encounter after determining surprise. Grit is a new ability used to determine just how well a character stands up in the face of fear. See the *Fear & Madness* section for details.



Initiative

Initiative rolls are handled by rolling a d20 + any Agility modifier, with any additional modifiers based on the situation or special abilities that might enhance/detract from the character's ability to react. Keep in mind that two-handed weapons suffer a -1d penalty to initiative rolls (a d16 instead of a d20 in most cases). Funnel games typically involve larger groups of characters that will slow down game play if you roll for each character; thus, each player rolls once for initiative and uses the highest Agility modifier of all the characters they control. Once initiative has been rolled, the Judge will place characters and villains in order from the highest roll to the lowest roll to determine who acts first during combat. Remember, characters succumbing to the effects of surprise lose their first-round action.

Actions

During each round of combat, participants can move up to their normal rate of movement and take one action using their action die. Keep in mind some activities may take multiple rounds to complete, such as spell casting or setting up a dynamite charge. Where multiple rounds are required, make the roll on the final round of the task at hand. Judges may allow a character to forego any movement in order to take a move-related action instead, such as drawing a pistol and firing it.

Below you'll find a sample list of actions a character can make during a round.

Sample Actions

- ♠ Draw or sheathe a pistol or other weapon: 1 action or movement action
- ♠ Open a door: 1 action or movement action
- ♠ Light a torch or lantern: 1 action or movement action
- ♠ Uncork a potion or open a scroll: 1 action or movement action
- ♠ Locate an item in a saddlebag 1 action
- ♠ Stand up from a prone position: Full round action
- ♠ Mount or dismount a horse: Full round action.
- ♠ Read a scroll or drink a potion: 1 action
- ♠ Fill a canteen: Full round action
- ♠ Make a melee or ranged attack: 1 action

Armor Class

Unarmored characters begin the game with an armor class of 10 + any Agility modifier. This is further modified by spells, lucky rolls, miracles, contraptions, and mundane items that a character has crafted. Each time a character increases in level, they gain a cumulative +1 bonus to their AC (a character reaching 3rd level would gain a +3 AC). Get shot at enough, and you'll eventually learn how to dive for cover!

Types of Combat and the Attack Roll

Attacks taking place within arms reach (usually within five feet) is melee combat and uses Strength modifiers to add to both attack and damage rolls. Fights beyond five feet are ranged attacks and use firearms and weapons that inflict damage from a safe distance. Ranged attacks use Agility modifiers on the attack roll but not the damage roll.

To attack, characters roll their action die (typically a d20) modified by any relevant ability score modifiers and any situational modifiers. An attack roll equal to or greater than the target's AC are successful.

Melee: Action die + Strength modifier + any additional modifiers vs. target's AC

Ranged: Action die + Agility modifier + any additional modifiers vs. target's AC

Characters with multiple attacks or wielding multiple weapons often roll a die lower on the chain than the standard d20. Remember, the same modifiers apply to these dice, and dice that fall below the d20 on the chain no longer crit when the highest number on the die is rolled; however, should the die type go above a d20 on the chain, the die will fumble on a natural 1 and will crit on the highest number on the die rolled (24 on a d24, or 30 on a d30 for example).

CRITICAL HITS

Characters rolling a natural, unmodified '20' (on a d20) land a crushing blow for their efforts, and the attack automatically hits regardless of the targets AC. Scoring a critical hit allows the character a chance to roll on the Critical Hit table based on the type of damage (blunt, piercing, slashing, firearms, or wrestling) caused by the weapon.

The die type rolled on the Critical Hit table is class specific and improves as the character rises in level



to represent an ever-developing combat prowess. Rolls made on a Critical Hits table are modified by any Luck modifiers. Zero-level characters begin the game by rolling a d6 on Critical Hit tables to represent their lack of experience with battling the supernatural!

Should a character be lucky enough to roll a die higher on the chain for an attack roll, remember to adjust the number required for a critical hit. A d30 will score a critical hit on a natural 30, d24 on a natural 24. Attacks made with dice lower than a d20 on the dice chain do not score critical hits. In the case of an expanded critical range (a 19-20 for example) only a natural 20 is an automatic success and the target's AC must still be met before the foe is hit or a critical is applied.

Note: In the case where an attack is made by natural means such as claw, bite, or natural ranged weapon and the critical result doesn't fit well with the means of attack, reroll the crit or use a result higher, or lower than rolled.

FUMBLES

A fumble occurs when a natural, unmodified '1' is rolled on an attack. Not only does the attack miss, but the player must immediately roll on the Fumble table corresponding to the type of attack being made (melee, ranged, or firearms) to determine the nature of the fumble. When using a lower die size than a d20, a natural 1 is still a fumble.

Each class begins at 1st level with a specific fumble die, which is modified by the reverse of any Luck modifier (because lower is better on these charts). This die normally drops on the chain as a character gains in levels to reflect improvements as they become veterans of combat. Zero-level characters use a d14 when rolling on the Fumble table to represent the chaos of their first encounters with the supernatural.

Readers may question why there was an inclusion of a firearm Fumble table when there is already a generic table for ranged weapons. Firearms play such a pivotal role in Dark Trails and a chart made specifically for firearms didn't take much debate!

Note: In the case where an attack is made by natural means such as claw, bite, or natural ranged weapon and the critical result doesn't fit well with the means of

attack, reroll the fumble or use a result higher, or lower than rolled.

Firearms

Pistols, rifles, and shotguns play a large part in the passion many share for the period. Dark Trails sets its sights on giving you a system for firearms that pays proper homage to the genre.

Accuracy

Each firearm has three ranges listed on the chart. These stand for the number of feet the gun is accurate to: short, medium, and long ranges. To keep it simple, use the following range modifiers:

- ♠ Short: +1 to attack
- ♠ Medium: No modifier
- ♠ Long: -1 to attack

Ammo Types

Firearms used during the early period of Dark Trails mainly used the cap and ball system, while cartridge rounds were less common. Considering the time it would take to reload a firearm that uses cap and ball, Judges are encouraged to make firearms cartridge based for simplicity's sake.

Concealability

Each gun has a concealment modifier. Characters apply this modifier at any point they're attempting to conceal a firearm. Make an Intelligence-based contested roll vs. anyone trying to spot the gun. In the case of a tie, the winner is the one with the higher Luck score.

Cover

Cover can offer a substantial bonus to those coming under gunfire. To keep things simple, decide how much of the defender's body is covered and apply the listed AC bonus versus the attack. Objects used for cover must obscure the defender from the attacker's line of sight.

Partial (+1 AC): Most of the target can be seen, but some cover offers a distraction from the shot.

Half (+2 AC): At least half of the body is obscured by the cover.

Full (+4 AC): Only a small portion of the defender's body can be seen (arm, leg, head, etc.).



Reloading

Reload times are listed with each firearm in the equipment chapter, but the average six-shot cartridge pistol can be reloaded in 2 rounds during non-stressful conditions. Trying to reload a gun during an actual fight or while galloping down the trail is an entirely different story! Characters attempting to reload under times of distress must pass a DC 10 Agility check each round to do so reliably. Failing the check roll causes 1d6 rounds of ammo to drop on the ground (for higher shot capacities, roll a die that appropriately matches the firearm).

The author realizes that there will be Judges who are gun aficionados that crave a more historically accurate set of gun rules. For example, shotguns are included for flavor but weren't produced with any regularity until the late 1800s. Feel free to modify/replace any of the firearm rules found within the pages of Dark Trails to better suit your flavor of gun-play!

THE GUN DECK

Each player carrying a firearm should have a standard deck of playing cards (jokers included) close at hand during play. The Gun deck is at the heart of the firearms system. Alternatively, a posse not wishing to invest in a deck of cards can find free apps that will work fine but at the expense of taking away from the feel of a Western game. The Gun deck helps to represent the dependability of firearms manufactured during the period.

The steps for using the Gun deck and interpreting the results are as follows:

- ♠ Each player should shuffle the cards before the session begins, placing them within arm's reach of their character sheet.
- ♠ Players flip a card each time their character discharges a firearm.
- ♠ Flipping a 2,3,4,5,6,7,9, or 10 has no effect, the player should roll normally for a ranged attack.
- ♠ Flipping a black or red-suit card results in good fortune for the attacker. Face cards offer a one-time bonus to attack and damage rolls depending upon the card flipped: Jacks +1, Queens +2, Kings +3.

- ♠ Aces and eights (a deadman's hand) spell disaster for the attacker and result in a misfire. The shot misses and the attacker must immediately roll on the Firearm Fumble chart with the appropriate fumble die modified by the reverse of any Luck modifier. Attackers flipping a card that results in a misfire also draw a Hex token to reflect the stroke of bad luck.
- ♠ Flipping a red Joker results in an automatic critical hit (Lady Luck is keeping an eye on ya!) and the character receives 1d3 Boon tokens.
- ♠ Flipping a black Joker results in an automatic misfire (Lady Calamity is giving you the stink-eye!) and the character receives 1d3 Hex tokens.

Multiple Firearms and Gun Decks

Multiple decks can get in the way and become confusing when other players are using decks of their own. We recommended that one deck be used for all the character's firearms. In the case of a funnel session where players control multiple characters, consider using one deck per player for all characters to minimize confusion.

Reshuffling the Gun Deck

Typically, you only shuffle the Gun deck once the last card has been flipped, but characters can declare they are "cleaning my gun(s)" and reshuffle their deck during a point in the game when there is downtime. You can also spend a Boon to reshuffle the Gun deck at any point during play.

Playing the Bad Guys

Judges should use one Gun deck during encounters where one or more enemies use firearms to minimize table clutter.

Rolling a Natural 1 After a Safe Draw from the Deck

It would be unfair to declare a ranged attack result of a natural 1 a misfire if the attacker took a flip from the Gun deck. In this case, count the attack as a miss and the attacker earns a Hex token for the blunder.

Fanning the Hammer

Fanning the hammer is the act of holding the trigger



down on a single-action pistol while using your free hand to pull back, or “fan” the hammer as quickly as possible. This results in a less than accurate barrage of bullets heading towards your target on a gamble that more than one will find its mark. Only the gunslinger class along with major NPCs the Judge wishes to give the ability are capable of fanning the hammer, and only when the firearm considered to be single or lever action.

Fanning the hammer is handled in the same fashion as taking a standard shot, however each shot past the first suffers from kickback. Additional shots passed the first suffer a cumulative -1d penalty to attack. Remember that a card from the Gun deck must be flipped for each shot fired, including fanning the hammer.

Firing Into Melee

Firing into melee imposes no additional penalties to attack; however, should the attack miss, there’s a chance Lady Calamity will snag the projectile and point it at an ally involved in melee with the target.

Missed ranged attacks have a 50% chance of hitting an ally. The attacker randomly determines the ally and then rolls to attack again. Do not draw from the Gun deck again for this roll, but apply the original draw result to the new roll and new target.

Using Two Weapons

Using two weapons (including pistols) is far more difficult than most folks think. Use the following guidelines for characters wishing to dual-wield.

USING TWO WEAPONS TABLE			
AGILITY	PRIMARY HAND DIE	OFF HAND DIE	CRITICAL HITS
8 or less	-3d	-4d	Cannot score a critical hit dual-wielding.
9-11	-2d	-3d	Cannot score a critical hit dual-wielding.
12-15	-1d	-2d	Cannot score a critical hit dual-wielding.
16-17	-1d	-1d	Cannot score a critical hit dual-wielding.
18+	Normal die	-1d	Primary hand scores a critical hit as normal



DAMAGE

Anything used as a weapon inflicts damage upon matching or beating the defender's armor class (AC). Determine damage by rolling the appropriate damage die for the weapon adjusted by the attacker's Strength modifier during melee combat (ranged combat confers no modifier to damage). Deduct the damage from the defender's current hit point total. On a successful attack, at least 1 point of damage is inflicted, even if the attacker has a negative Strength modifier.

Bleeding Out/ Stabilization

Creatures (or zero-level characters) reduced to zero hit points are dead. Characters of 1st level or higher reduced to zero hit points are bleeding out and need stabilizing to resist Death's tender calling. Characters bleeding out have 1 round per level to be stabilized. No medical training is needed to stabilize the wounded, but it takes a full round action to perform the task. Characters stabilizing the wounded are kneeling (attackers gain a +2 to hit and missile fire directed at the healer suffers a -2) for any attacks directed at them during the act. The downed character is revived at 1 hit point and is no longer bleeding out but has a -4 modifier to all rolls for the next hour.

Rolling the Body

Characters bleeding out have one last means to avoid suffering permanent death. Should the body of the slain be found within one hour of bleeding out, passing a Luck check means that the character has miraculously cheated death. The character regains consciousness with 1hp and a -4 modifier to all rolls for the next hour. Additionally, surviving a roll the body check leaves the character with a permanent wound related to the attack and a permanent -1 reduction to either Strength, Agility, or Stamina (roll 1d3).

Healing

Characters will heal from normal wounds at the rate of 1 hit point per level for each night of rest they receive. Hanging your hat on the bedpost for a good long rest gives wounds proper time to heal and you regain 2 hit points per level for each full day of bed rest. Characters under a doctor's care receive the benefit of having access to advanced care (first aid, surgery, drugs, etc.), giving the character a better chance to recover from wounds normally considered

fatal/permanent to the injured (some critical hits require medical care). Characters heal at the rate of 3 hit points per day under a doctor's care in addition to having access to crutches, prosthetics or other aids. A character heals both temporary ability score loss and hit point loss on the same night's sleep.

Ability Point Loss

Some attacks or conditions directly damage a character's ability scores. Most instances of ability score damage are temporary, but in the instance of permanent loss, remember:

- ♠ Intelligence loss reduces the poor soul to babbling like an idiot, incapable of doing anything on their own.
- ♠ Personality loss emotionally drains the subject, taking away all will to live.
- ♠ Strength/Agility loss makes a subject immobile and physically helpless.
- ♠ Stamina loss can result in a loss of consciousness until proper aid can be given.
- ♠ Luck loss results in catastrophe often following the subject. First attacked, first to spring a trap, etc.

Temporarily lost ability points recover at the rate of 1 point per night's sleep and 2 points for a whole day of rest just as hit points do. Several classes activate their class abilities with a temporary expenditure of Personality points and points spent this way reset back to the original total with a good night's uninterrupted sleep of at least eight hours.

Luck is the exception, which is permanently gone once spent unless the gambler class is being played. Gamblers regenerate Luck to help facilitate living life on the edge.

Spell burning (see *Magic* for more info) allows a spell caster a greater spell effect in exchange for inflicting physical harm to themselves. Wounds inflicted by spell burning can only be healed by normal means (divine healing has no effect on this blasphemous act) at the rate of 1 stat point per day.



BOONS AND HEXES

Boons and Hexes offer an additional mechanic to the standard Luck mechanic found in the rules of DCC, adding an element of ongoing fun for both players and Judges alike. The author recommends that Judges keep Boons and Hexes exclusive to players and not use the mechanic with the enemies the group faces.

Boons

Lady Luck, a benevolent patron, often keeps a watchful eye on heroes destined to be major players in an eventual end-game that will determine if mankind falls under a curtain of darkness.

To represent Lady Luck tracking deserving heroes, any time a natural 20 is rolled on a d20 (attack, initiative, skill check, etc.) the character has grabbed the Lady's eye and receives a "Boon." Keep in mind that in a check or roll where lower is better, a natural 1 is like rolling a perfect 20, also granting a Boon. Poker chips work perfectly as Boons and add to the Western feel. Boons accumulate and are spent in the following ways by players during game play:

- ♠ Spend a Boon for a +1d modifier (per Boon spent) to both attack and damage rolls on any one attack.
- ♠ Spend a Boon at any time to allow an instant reshuffle of the character's Gun deck.
- ♠ Spend a Boon(s) to rid the character of Hex tokens they currently have on hand on a 1:1 basis.
- ♠ Spend a Boon for a reroll—with the exception of a natural 1 (fumble) which can not be rerolled.
- ♠ Spend a Boon for a +1d modifier to any roll (or a -1d if that is more favorable).
- ♠ Spend a Boon to give an ally a +1d modifier to their next action.

Hexes

Lady Calamity serves as the opposite to her good-natured sister, taking great pleasure in unraveling a hero's best laid plans. Similar to a Boon, you earn a Hex at any point when a natural 1 is rolled; however, in a check where a lower result is better, a natural

20 earns the Hex. Use a different-colored token or poker chip to represent Hexes. Hexes accumulate and impose the following ill effects on characters during play:

- ♠ Each Hex token adds a cumulative +1d penalty on any Fumble table. Should a Hex be acquired by a failed attack roll, count this Hex along with any already attached to the character before rolling on a fumble chart.
- ♠ Hex tokens modify any interaction rolls with NPCs by -1d per Hex. This reflects the dark cloud following the hexed individual that others sense.
- ♠ Each Hex token makes the Grit check that much harder. EACH Hex token adds +1 to the Grit check DC and a +10% modifier to Madness chart rolls.



FEAR & MADNESS

To bring a novel way of representing a character's downward spiral into the madness resulting from the vile things they face, Dark Trails implements a new ability referred to as "Grit." Characters make Grit checks when a Judge feels the encounter is worthy of scaring the bejeezus out of them.

What is Grit?

Grit is a measure of the mental and physical stress a hero can handle before completely unraveling into a mental breakdown. Players determine their character's Grit score by adding their Stamina + Personality ability scores and dividing by 2 (rounding down).

What Warrants a Grit Check?

Characters make a Grit check when confronted with any form of fear the Judge feels warrants a check. Sources of fear can be: confrontations with creatures of the night, witnessing horrific events, or even walking into a scene of carnage after the horrific event has already occurred.

Making a Grit Check?

Make a Grit check by rolling a d20 + Willpower save vs. a standard DC 8 + the number of Hit Dice the creature has + any Hex tokens attached to the character making the check. The Judge may make situational modifiers to the DC as needed.

Success: If the Grit check matches or beats the DC, the character is unfazed in their determination to face the source of fear. Additionally, the character no longer has to make a Grit check against the same source of fear for the rest of the adventure unless it presents itself in a new light that would call for it. For example: *Bart faces down four zombies and displays steadfast courage. Normally, Bart would be free of Grit checks against zombies for the rest of the adventure, but falling through the floor and landing in a basement stocked with 20 ravenous zombies with no light source might make Bart soil his drawers, regardless!*

Critical success: Rolling a natural 20 results in a reaffirmation for the character and their faith in getting the job done. To reflect this, the character's Grit total improves by +1 but cannot exceed its starting score. The character also gains a +1d modifier to attack rolls and spell checks against the source of fear for the duration of the encounter.

Failure: If the character fails the DC of the Grit check, they succumb to the effects of fear. The character immediately loses temporary Grit points equal to the number of Hit Dice the creature responsible for the check has and uses the amount the check failed by modified by Luck (positive Luck modifiers subtract from the total) and Hex tokens (add +1 per token) to consult the Fear chart for additional effects.

Critical failure: Should the check result be a natural 1, the source of fear has struck a nerve of some deeply seeded fear. The character loses Grit points equal to twice the number of Hit Dice the creature has, and the creature gains a +1d bonus to all attack rolls against the character for the duration of the encounter. Use the amount the check failed by modified by Luck (positive Luck modifiers subtract from the total) and Hex tokens (add +1 per token) and consult the Fear chart for additional effects.

Losing & Gaining Grit

Failed Grit checks result in a temporary reduction of Grit points to reflect the current level of stress the character is under.

Reaching Zero Grit: Characters reduced to zero temporary Grit suffer a temporary mental breakdown of sorts and must immediately roll a d% modified by the character's Luck x 10% and consult the Madness section.

Recovering Grit: Characters regain Grit up to their original starting total at the end of each adventure, unless the character was reduced to a Grit score of zero during the current adventure. If this is the case, the character's Grit total is permanently reduced by 1 to simulate the slow erosion of sanity.

Judges should note that this does not mean the end of each session. An adventure typically takes 1-4 sessions to complete (an entire module for instance).

Going Insane

Characters reaching a permanent 0 Grit score have gone insane and are unfit for play. Insane characters are often taken to the closest sanitarium where quality of treatment varies from facility to facility. Judges should keep the now-NPC involved in the story in small ways to help build the depth of the overall campaign.



Fear Chart

Use the number the Grit check failed by modified by Luck (positive Luck reduces the total) and any Hex tokens attached to the character (this adds to the total).

FEAR TABLE	
ROLL	RESULT
1 or less	Your hairs stand on end as prickly bumps rise on your skin. This could be the end! You're temporarily stunned for 1 round and suffer a -2 penalty to all actions for the next d3 rounds.
2	You grab your gut, dry heave, and fight the urge to empty its contents. The horrific retching noises you make distract all allies within earshot causing them to suffer a -2 penalty to their next action while you lose your next action.
3	"Momma said there weren't no such thing as boogers, but I'll be damned if I ain't staring at something born from the Devil himself!" The source of fear that made ya' turn yellin' causes you to drop whatever you're holding.
4	Icy chills race from the base of your spine all the way to that thing you call a brain. You freeze with panic and can't even speak for 1d4 rounds (unable to take any actions for the duration).
5	You feel the grip of fear on your bladder and it gives a good squeeze! Should the source of your fear be a creature, it smells the fear and gains a +2 attack bonus against you for the encounter. You are also stunned for 1d4 rounds. Additionally, until you can clean up all NPC interactions suffer a -1d penalty.
6	A piercing shrill leaves your mouth, altering everyone to the yell in your heart! All attempts at stealth are ruined and you can take no action other than screaming for 1d6 rounds as you gaze upon what's ushering you to an early pine box.
7	Ain't no beating this thing! Whatever it is you just took a gander at spells certain doom for you and the poor folks in yer' company. The best course of action is to get to steppin' before your friends beat you to it, as the slowest to act is the first to get eaten! You immediately flee with your next action and continue to run for 1d6 rounds.
8	The source of the fear reaches deep to something you experienced as a child, the Bogeyman incarnate! Since there's no bed to crawl under, you drop to your knees and begin begging for your life between cowardly sobs. You are stunned and kneeling, giving your foe(s) a +2 attack bonus for 1d6 rounds.
9	The sight you just witnessed paints a picture in your mind that won't soon be erased. Your mind reels from the horror before causing a -1d action penalty until you can pass another Grit check with the same DC as the original (do not roll further Fear chart effects if failure continues).
10	You mean no offense when you take the closest ally and toss them toward whatever intends to pick its teeth with your ribs. You gain an additional +4 to your AC for 1 round while your target ally is attacked with a +1 bonus during the same round. Should the attack strike your ally, it results in a critical hit.
11	Sometimes, when you look death in the eye, the demise you see for yourself is too much to handle. That's when your brain does you a "solid" and blows out the candles. You faint and fall unconscious to the ground until you're roused by smacks to the face, cold water being splashed on you, or other methods.
12	The best remedy for this tragic episode is to just forget you're even in it! You lose any valuable information related to the current adventure as your short-term memory flees your skull.
13	The scent of your fear fills the nostrils of the thing that just turned you yellin'! It figures yer' an easy kill, and you ain't in no position to disagree at the moment. For 1d6 rounds you suffer a -1d attack and damage penalty versus the source of the Grit check, while the source gains a +1d bonus to attack and damage against you!
14	The dreams you've been having all make sense now as you face the source of those nightmares. For 1d8 rounds, you tremble in fear as you feel that you're facing death itself. Should the source of the fear attack you, all successful strikes hit for maximum damage. In addition, all of your attacks suffer a -1d penalty.
15	The shock to your system momentarily causes neurons to misfire, releasing an excess of serotonin. You laugh uncontrollably, as death seems an unavoidable joke. All stealth attempts within earshot are negated, and your cackling unnerves allies, causing a -3 penalty to all action checks for 1d6 rounds.

FEAR TABLE (CONT.)

ROLL	RESULT
16	That thing is uglier than the neighbor's baby! You lose the remains of that delicious chicken-fried steak by violently heaving for the next 1d8 rounds (unable to take other actions). Allies suffer a -1d penalty to all action rolls as they fight the urge to purge alongside you.
17	What you just saw can't be unseen! The fear causes you to suffer a mild stroke. Part of your face droops from paralysis, and your words slur as drool runs down your pie-hole. All spell casting and attempts at speaking suffer a -1d penalty for the next 1d3 days.
18	You feel the blood in your veins boil as certain doom takes a saddle to you! You immediately charge the source of fear with your next available action, gaining a +1d to attack and damage rolls at the expense of suffering a -4 to AC. The effect lasts for 1d8 rounds. Should the source of the fear expire, you will attack a new target (even an ally).
19	If it weren't for these blamed idiots you call friends, you wouldn't be in this mess. You're sure that the source of the threat will spare you if you show it you're willing to turn traitor on your posse! You immediately attack a random ally and continue to do so until you can pass the Grit check you just failed (do not roll further on this chart if you continue to fail). You attack using your most potent ability.
20	You feel the current situation will only result in your death, and to save your allies, you rouse up one last attempt at bravery and throw yourself directly into the face of death. You shield your allies from the biggest threat in the combat at the cost of every successful attack resulting in a critical hit rolled with a d16.
21	The source of terror plays directly upon a childhood fear and takes you down a path you've spent a lifetime trying to forget. You lose control of all bodily functions and pass out for 1d10 rounds or until roused. All standard reaction rolls suffer a -1d penalty until you can properly clean up and fetch a change of clothes.
22	The source of fear is so horrific that you take a temporary plunge down the rabbit hole as you attempt to remove your own eyes. Each round you suffer 1d6 Stamina damage as you claw at your eyes. In addition, you suffer from temporary blindness. You must pass the same Grit check you failed each round to avoid permanently destroying your eyes (do not roll for further effects on this chart for failures). Reach 0 Stamina and your eyes are permanently destroyed unless magically healed.
23	The vision of terror you're forced to take a gander at is more than your poor brain can handle. You fall uncontrollably to the ground and enter a violent seizure. You're helpless as you succumb to the tremors taking over your body. The seizure lasts for 1d12 rounds, after which you suffer an additional 1d6 rounds of confusion (-1d to all rolls).
24	You feel waves of fear overwhelm you, making what would normally seem an insane reaction seem perfectly logical. You feel certain that showing the source of the fear that you have no fear of dying will help win the day. Use your next action to inflict harm upon yourself. The source of the fear will ignore you as long as it has a low level of intelligence, as it assumes you're ending your own life. You may attempt to pass the failed Grit check each round to regain your senses and stop the self harm (do not make further rolls on this chart for failures).
25	You've heard of folks being scared blind, and that's just what happens when you lay your peepers on the source of the Grit check. A nervous response "turns out the lights," making you permanently blind. Only magical healing can restore your vision.
26	You find no solution to the threat at hand other than to run directly away from the source of fear. You flee for 1d10 rounds, and the event that caused the Grit check leaves a permanent mark upon your sanity—you collect a permanent phobia related to the encounter.
27	Your body goes into shock as you realize the source of the threat is unbeatable and so vile that you pull deep within yourself to shield what little sanity you have left. You are helpless as you go into shock for 1d10 rounds. Surviving the encounter will leave you with a permanent phobia related to the encounter.
28	The event unfolding in front of you is too big a burden for your fragile psyche. You must remember something about the encounter (if you survive!) to keep you from ever finding yourself in this situation again. Your body hair turns white as you suffer a full-blown stroke. You fall prone to the ground and all your ability scores are permanently reduced by 1d6. You are helpless for the duration of the encounter and face a slow road to healing to regain your lost health.
29	Death is in the eyes of the threat you now face. There is no escape this time, no narrow victory, only death. You grasp at your chest on the way to the ground and must pass a DC 15 Fortitude save or drop dead from fright. A roll the body check can still save your hide, but you'll age 1d20 years and find your hair has turned alabaster white. The Judge may assign 1d6 in permanent ability loss to chosen scores if you've suddenly entered your dotage.
30+	Some things man just ain't meant to see, and when you realize they're breathing the same air as you, the heart can't bear the load! You clutch at your chest as you feel the terror serve such a shock to your system that death is instant and permanent. You feel your spirit leave its mortal shell and move onto whatever afterlife you carved out for yourself in recent years. A roll the body check will not save you.



Madness

Characters that reach zero Grit during an adventure have reached the breaking point and suffer from a temporary mental breakdown.

Upon reaching zero Grit, roll on the Madness table to determine the nature of the mental malady. Characters affected by madness suffer a -1d penalty to all rolls for the remainder of the encounter.

Determine the type of madness by rolling a d% and modify the roll by -10% for each +1 Luck modifier, or +10% for each -1 Luck Modifier. Hex tokens impose a +10% modifier per hex.

0-25%: Minor Phobia

26-50%: Minor Disorder

51-75%: Major Phobia

76-100%: Major Disorder

Minor phobia: The encounter leaves the character with a permanent minor phobia relating to the encounter that caused the mental breakdown. Should the character know they are in the source's presence, an immediate DC12 Willpower save must be passed to avoid a -1d penalty to all rolls until the source of the phobia is no longer present.

Minor disorder: The encounter leaves the character with a permanent minor disorder relating to the encounter that caused the mental breakdown. The type and in-game effects of the disorder are determined by the character's player and their Judge. Minor disorders typically attach a -1d penalty to social or physical rolls. To momentarily shrug off the effects, pass a DC15 Willpower save with success resulting in temporarily pushing the disorder down for the duration of this encounter.

Major phobia: The encounter leaves the character with a permanent major phobia relating to the encounter that caused the mental breakdown. Should the character know they are in the source's presence, an immediate DC15 Willpower save must be passed to avoid a -2d penalty to all rolls until the source of the phobia is no longer present.

Major disorder: The encounter leaves the character with a permanent major disorder possibly relating to the encounter that caused the mental breakdown. The type and in-game effects of the disorder are determined by the character's player and their Judge. Major disorders typically attach a -2d penalty to social or physical rolls. To momentarily shrug off the effects, pass a DC17 Willpower save with success resulting in temporarily pushing the disorder down for the duration of this encounter.

A Word on Selecting a Disorder or Phobia

In earlier drafts of *Dark Trails*, an extensive list of derangements and phobias were organized and plugged into a random chart. The author has since changed his mind as a player at the table may suffer from one of the listed items and feel uncomfortable during the gaming session. Make sure that the suggested phobia or disorder won't cause any real-world stress to any of the players at the table. The ultimate goal of the *Dark Trails RPG* is to provide a gaming experience that is fun for all. Fear and madness play an important part of any RPG tinged with horror, but ultimately the Judge and their group should decide how it manifests with the characters.





ALPHABETICAL LIST OF GENERAL RULES

Catching fire

Flammable targets exposed to fire suffer a minimum d6 extra damage, catching fire 50% of the time. Catching fire results in suffering a cumulative +1d modifier to damage each round the flames burn (d7 round 2, d8 round 3, etc.). Living targets on fire must spend their entire action patting out the flames. Passing a DC 8 Reflex save extinguishes the fire. Inanimate objects that catch fire continue to gather intensity if left unchecked. Use the dice chain to help determine when an object has been destroyed by fire. First, decide how much of the object is on fire. A d6 is an average starting die, but objects given time to burn are more flammable and might start higher on the chain. Each additional round advances the die by +1d on the chain until reaching a d30 where the object is no more.

Characters attempting to extinguish fires with appropriate means (water, smothering blankets, etc.) have the reverse effect, reducing the die on the chain by -1d until reaching a d3, where the flames have been extinguished. Judges must decide if enough resources and manpower are available to put the fire out and how much damage was caused to the object.

Dropping a torch or lantern: Dropping a torch or lantern gives the object a 50% chance of going out once it hits the ground. Judges should also consider whether the light source drops on anything flammable, potentially starting a fire.

Charging

To effectively charge a target, characters must be able to move at least half their speed and will gain a +1d attack bonus at the expense of a -2 AC penalty against all attacks on the same and following round.

Chasing

There will undoubtedly be a time where characters are chased or wearing the hat of the one giving pursuit. Judges can use the following system for chases:

Use the dice chain to track where participants are in the chase. Chases typically begin at the midpoint of the dice chain (d10) but you could start higher or lower depending on how long you wish the

chase to last. On the first round of the chase, each side rolls 1d10 (or the die type they are starting at on the chain) and adds any situational modifiers (listed below or as determined by the Judge). With multiple participants, have the character with the highest movement rate (or the highest Agility for a tie) roll for the group. The higher rolling side either catches up or pulls away and increases their roll to the next die size in the chain for the next round. If a fumble is rolled, drop 1d in the die chain as well as suffering the usual fumble consequences. The chase ends when the pursued has reached a die-step lead determined by the Judge (a 3d lead is standard) or a d30 is reached on the chain. Attacking while in a chase is possible. If both sides are on the same die size in the chain, treat it as close range. Treat a 1d lead on the chain as medium range, a 2d lead long range, and anything beyond as being out of range.

Chase Modifiers*

+/- ability modifier to the roll for circumstance.
(Example: A roof-top chase in the rain would require both sides to add their Agility modifier to the roll)

+1d on the chain to the side that has a head start

+1 on the roll to the side that has a faster movement rate

-1 on the roll to the side that is either heavily encumbered or has mobility issues that would create a disadvantage

-1d on the chain if struck by an attack while running

-2d to the attack roll of a side that attacks while fleeing/pursuing

**The Judge may impose any modifier they believe is reasonable based on the situation, but in general, assign a die-step modifier for a condition that has a large effect and a +/- 1 modifier for token considerations.*

Cold

If the environment is cold enough to drop a body to 70° Fahrenheit or lower for several hours and not properly equipped (with more than 75% of the body in warm clothing, or access to a bonfire for at least an hour) to stay warm in the frigid environment, your character will soon die from the cold.

Characters and mounts suffering from hypothermia lose d3 Stamina on the first day of exposure with an



additional cumulative +1d loss of Stamina each day. Once Stamina reaches 0, the character has perished from the cold. Ability points lost from cold heal at a rate of 1d4 per hour once shelter and warmth are found.

Drowning/Suffocating

Characters can hold their breath for a number of rounds equal to their Stamina score before suffering from the effects of drowning or suffocating.

Characters suffer a d3 of Stamina damage on the first round they can no longer hold their breath, followed by an additional cumulative +1d of damage each additional round. Characters reaching zero Stamina die from lack of oxygen and drown. Ability points lost in this way heal at a rate of 1d4 per hour once they are no longer drowning.

Dynamite

Judges new to Dark Trails will soon learn the strong attraction players have for dynamite. Rather than assigning base damage to the item and moving on, we offer a system that might add some fun to blowing stuff up.

A standard stick of dynamite inflicts a base 6d6 damage to all targets within a 50' area (DC 12 Reflex save for half damage if you can take cover). Each additional stick increases damage by +1d and adds 20' to the area of effect. If characters are trying to blow up a structure, make a saving throw (see below) for the object in question to avoid collapse or destruction. Living targets caught in a collapse suffer 1d8 damage per floor of the structure, with any 6's rolled resulting in a broken bone (see *Falling*). Targets must also pass a DC 10 Reflex save to avoid being pinned beneath the rubble.

USING DYNAMITE TABLE

STRUCTURE SAVES	MODIFIERS
Railroad DC 15	+1 to the structure DC for each stick used. Walls or additional floors offer living targets a +1 save modifier per wall or floor between the blast and the target.
Average building DC 12	
Fortified building DC 10	
Safe DC 8	

Falling

Characters suffer 1d6 damage for every 10' fallen. Any die rolled showing a '6' results in a broken



bone, reducing Agility or Strength permanently by 1 point. Someone with medical training (or by magical means) can set or heal the broken bones. Bones healed by normal means require a month or more to heal and remain weak (represented by the permanent ability loss), while those healed magically mend perfectly, restoring any lost ability points.

Grappling

Trying to get the best of your opponent in hand-to-hand means making an opposed roll with both sides using the better of their Strength or Agility modifiers; creatures use their Reflex save.

Size matters during grappling contests and an opponent twice the size of their adversary gains a +4 modifier, while being triple the size grants a +8!

Should the attacker win the grapple, they have pinned their opponent, who can only attempt to break the grapple with their next full action. With a failed roll, the target can reverse the grapple if they choose. Attackers wishing to retain the pin have the option of inflicting 1d4+Strength modifier crushing damage each round the grapple is maintained.

Heat exposure

Characters traveling in desert climes must have a canteen of water at the minimum, while horses and other mounts require double the amount. Choosing to travel by day without access to water inflicts d3 Stamina damage on the first day of exposure with an additional cumulative +1d loss of Stamina each day. Once Stamina reaches 0, the suffering is over as the character has perished from heat exhaustion. Ability points lost from heat exposure heal at a rate of 1d4 per hour once shelter and water are found.

Intoxication (chasing the worm)

Characters often grab drinks during downtime in any RPG setting, and Dark Trails has a quick and effective means to handle these whiskey-swilling heroes. There are three states of intoxication characters can attain: tipsy, inebriated, and smashed. Each state affects certain physical and social abilities, much like in real life. To reach each state, the character must spend one hour steadily drinking; characters “slamming” the wood can reach the desired effect in half the time.

Tipsy: After one hour, the imbiber feels more confident and feels “good.” The imbiber gains a +2 to interaction rolls, Grit checks, and Willpower based saves. Unfortunately, the price of confidence comes with a reduction to reactionary speed. Tipsy folks suffer a -2 to initiative checks, AC, and Reflex saves.

Inebriated: After two hours of drinking, the imbiber becomes louder, losing any manners they may have walked into the saloon with and is visibly unsteady. Imbibers gain +4 to Grit checks and Fortitude saves, but suffer a -4 to social rolls, initiative checks, AC, and Reflex saves.

Smashed: After three or more hours of drinking, the imbiber becomes a belligerent drunk, talking loudly and staggering to the point of needing things to lean on. Imbibers gain +6 to Grit checks and Fortitude saves but suffer a -6 to AC and -1d to social rolls, initiative checks, and Reflex saves.

It takes one hour to transition back from each level of intoxication and eventual sobriety once drinking is ceased. To help keep up with levels of sobriety, use coins or tokens as a reminder of the state of intoxication of the imbiber.

Morale

Judges should “become” the bad guy during an encounter. If the odds are overwhelmingly in favor of the players, think of how the adversary would go about avoiding his demise. Bartering or giving up information might make a quick and pointless fight much more memorable and give players the chance to hone their role-playing skills.

Additionally, Judges may wish to allow foes a morale check during the following instances:

- ♠ With a group of enemies when the leader is

slain, or half the enemies in the group have been slain.

- ♠ When a single enemy is reduced to half starting hit points or less.
- ♠ When a hired hand gets his first taste of combat or danger and realizes the need to breathe far outweighs whatever he’s being paid.

Make a morale check by rolling a d20 + any Willpower save modifier. An 11 or higher means the enemy may continue to fight, while a 10 or less and they will attempt to flee or surrender if possible. Some adversaries are immune to morale checks, babbling tentacled horrors, constructed creatures, and drugged-out cultists have no fear of death and never need to test during combat.

Mounted Combat

It takes a well-trained horse and a skilled rider who knows their way around one to keep their mount on point in the heat of the moment. Characters considered to have horsemanship as an occupation related skill make all maneuver and mishap rolls using a d20 + any related ability modifiers, while those untrained roll a d10 before modifiers. Besides the sample maneuvers and mishaps listed below, characters are subject to the following while riding a horse:

- ♠ During combat, a rider and his mount make one initiative roll using the initiative modifier of the mount.
- ♠ Horses trained to perform in combat may make one trample attack each round, assuming its rider is skilled at horsemanship.
- ♠ A rider uses their mount’s movement rate.
- ♠ Horses trained to perform during combat need only check to resist being spooked upon being reduced to half hit points and grant a +1 bonus to all rider-related skill checks.

Maneuvers/Styles

Armless steering (DC 10 check modified by Agility)—Success allows the rider to steer their mount by using their knees, allowing the use of both hands for 1d5 rounds.

Comanche style (DC 15 check modified by Agility) — Success allows the rider to drop down to the side of

their mount using their heels to maintain a hold on the top of the horse. This style temporarily shields the rider from attacks originating from the opposite side of the rider, granting a temporary +4 AC bonus. Commanche style can be held for 5 rounds before an additional check must be made, or the rider returns to the saddle.

Quick mount/dismount (DC 8 check modified by Agility)—Success means quickly mounting or dismounting in such a way that the rider retains their action on the round the check is made.

Riding low (DC 6 check modified by Agility)—Success allows the rider to cling close to the mounts neck, moving from side to side assuming a defensive posture for a +2 to AC for 1d5 rounds.

Scooping (DC 13 check modified by Agility)—Success allows the rider to swing down low enough to pick something up off the ground they could normally lift with ease, 10 pounds or less.

Sample Mishaps

Failing a maneuver/style (DC 10 check modified by Agility)—The rider fails the attempted maneuver and falls off the mount, lands prone, and suffers 1d4 damage if the mount was walking, 2d4 if at a trot, and 3d4 if the mount was galloping.

Rider struck by an attack (DC 10 check modified by Agility)—The rider falls off the mount, lands prone, and suffers 1d4 damage if the mount was walking, 2d4 if at a trot, and 3d4 if the mount was galloping.

Untrained mount struck by an attack (DC 12 ability check modified by riders Personality)—The mount gives in to panic and rears, trying to buck the rider. Failing the check dumps the rider to the ground, who lands prone and suffers 1d4 damage if the mount was walking, 2d4 if at a trot, and 3d4 if the mount was galloping.

Firing a weapon from a trained mount moving at faster than a walking pace (DC 10 ability check modified by Agility)—The rider attempts a steady shot while riding their mount at a trot or gallop. Failure imposes a -1d penalty on the attack.

Discharging a firearm within arms reach of an untrained mount's head (DC 10 ability check modified by Personality)—Failing the check results

in the mount, either galloping off in a random direction or trying to throw the rider (50/50). In either case, have the player make an opposed d20 roll vs. the mount using the rider's Personality modifier vs. the mount's Willpower save. Should the horse gallop, make a new check each round until the rider regains control, or is thrown to the ground, lands prone, and suffers 3d4 damage.

Recovering Missile Ammunition

Weapons firing arrows, darts or stones can be retrieved 50% of the time, otherwise they're considered too damaged to be used again. Bullets fired from a firearm can never be recovered.

Saving Throws

Saving throws offer a character a means to resist some (or all) of the effects from damage along with a wide range of other effects. Saving throws are grouped into three categories: Reflex, Willpower, and Fortitude. Each category is modified by a related ability score (Agility for Reflex, Personality for Willpower, and Stamina for Fortitude) and potential class modifiers. The DC of the saving throw depends upon the nature of the threat and may need determining by the Judge.

Subdual damage

Characters wishing to spare the lives of their enemies may inflict subdual damage instead of lethal. Targets brought to 0 hit points or less are knocked unconscious for 1d10 rounds or until roused.

Unarmed combat

Unarmed strikes with an attacker's bare hands inflict 1d3+Strength modifier in subdual damage during melee combat.

Withdrawal

Any participant in a melee wishing to disengage from combat must do so at the risk of a free attack from their foe(s) before turning tail to run. Attackers with multiple attacks are only allowed one against a target trying to withdraw.



CHAPTER THREE

MAGIC

You wanna know what I saw in the fire?
I saw... funny shapes. Funny, little black
tongues licking my soul.

— *Wallace Sebastian Blount, Renegade (1992)*



MAGIC

Arcane checks

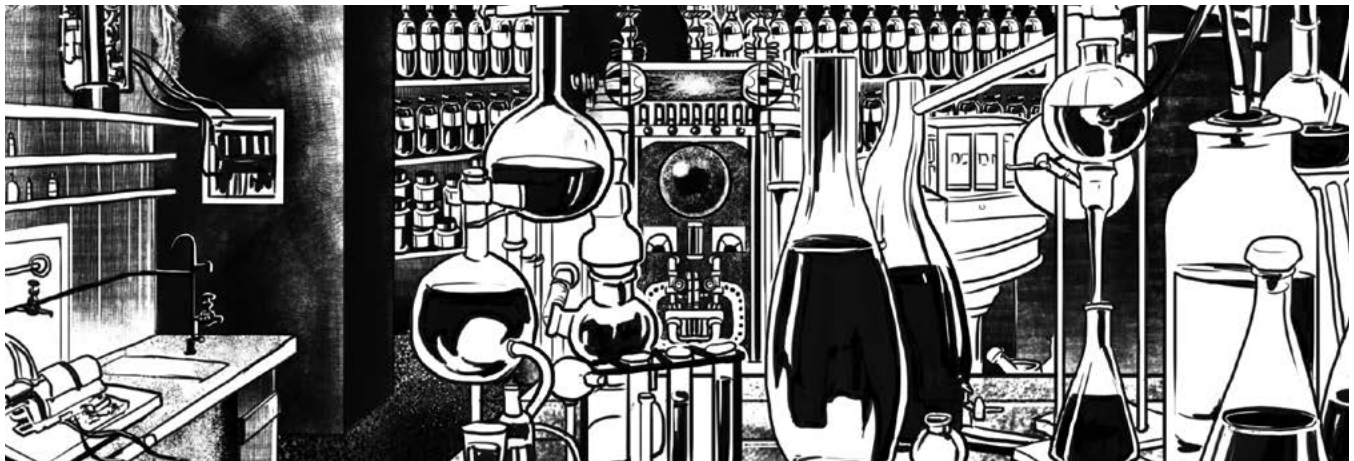
Several character classes in the Dark Trails game can cast spells. Though several variations for channeling arcane energies exist, the means for determining success are handled similarly. In all cases, a d20 action die is modified by level + ability modifier (determined by class). Use the following chart to determine the way magic is channeled with any modifiers. Remember that Luck points may be spent at any point to increase arcane checks on a 1:1 basis and some classes can spellburn.

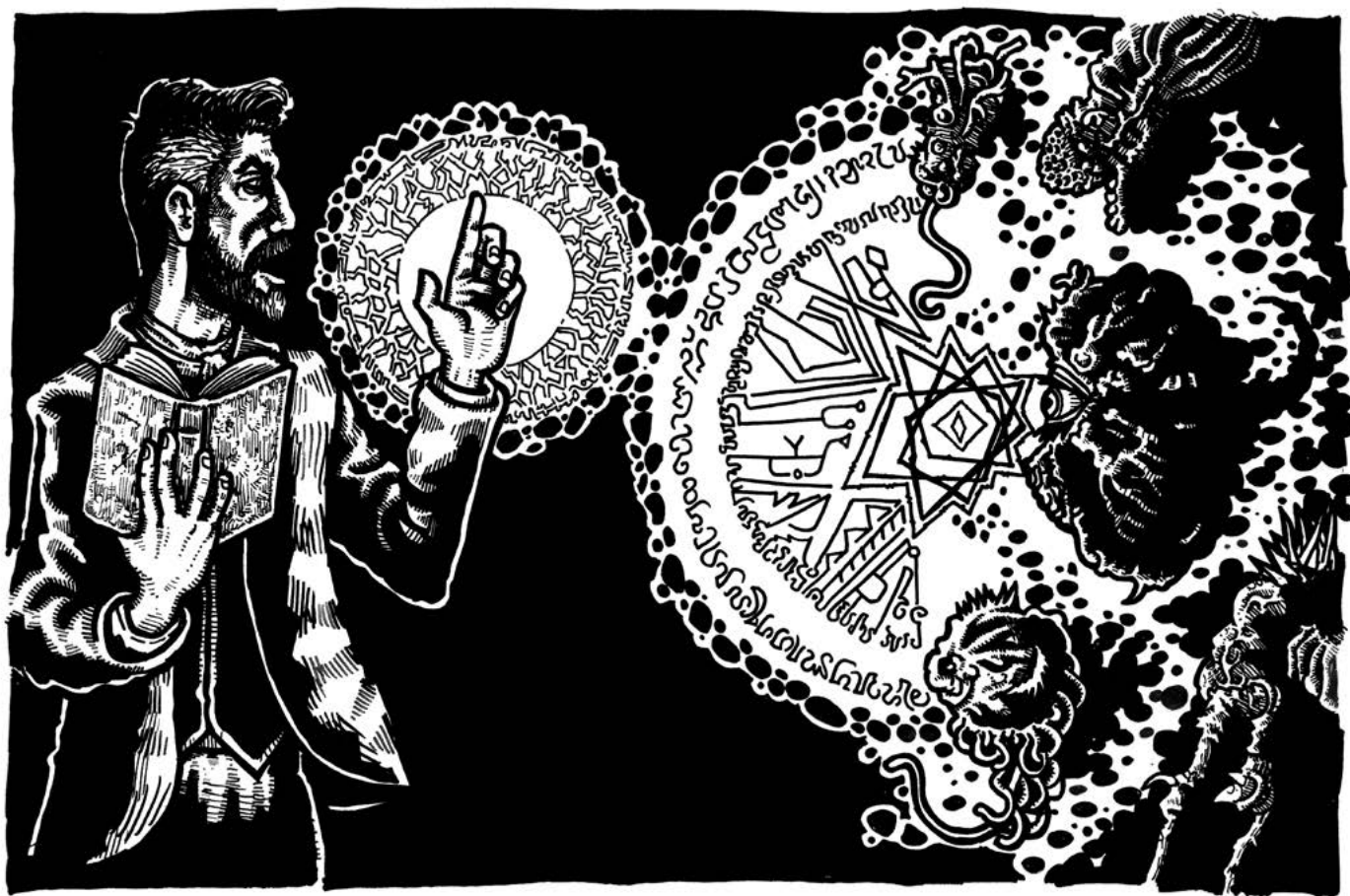
Spellburn

Successfully casting a spell intensifies sensory feedback as the primal essence of magic flows through the body of the caster before being woven into the desired spell effect. Thus, occultists often resort to spell burning—an act where they attempt to boost primal energies released from pain and self-sacrifice to intertwine with the ambient arcane energies used to weave a spell. Spellburning might increase the success of a spell or bring back a spell lost earlier in the day by a failed spellcheck.

ARCANE CHECKS TABLE

CLASS	METHOD OF CHANNELING	METHOD OF ROLLING
Bedlamite	Invents and builds wondrous contraptions and “fuels” them by force of will.	Gear check: d20 + Intelligence modifier + level
Calavera	Spell-like abilities learned from the restless dead wandering the spirit-wastes.	Spirit craft: d20 + Personality modifier + level
Mountebank	Brews magic elixirs and compounds that rival even the most powerful spells.	Each use typically expends temporary Personality points.
Occultist	Harnesses ambient arcane energies to fuel traditional spells and rituals.	Spell check: d20 + Intelligence modifier + level + any declared spellburn.
Revelator	Acts as a vessel to channel divine energy used to perform miracles.	Miracle check: d20 + Personality modifier + level.
Sin-Eater	Uses ancient rites learned from the original ferryman himself to aid and protect the shepherd in escorting precious souls through the afterlife.	River rites: d20 + Personality modifier + level.





To spellburn, the occultist must declare the act before making the spell check and rolling the dice. The caster temporarily deducts points from any of their three physical ability scores (Strength, Agility, or Stamina) to serve as a positive 1:1 modifier to the coming spellcheck. Points burned are lost regardless of the spell's outcome. Occultists temporarily lose spells for botched spell checks, but by spell burning, the occultist can temporarily retrieve a lost spell by sacrificing one ability point to bring the spell back to cast on the current round. If a spell result has a list of multiple outcomes, occultists may spell burn one point to select the entry they prefer under the result rolled. Remember that lowering ability scores will also temporarily alter saving-throw modifiers until healed.

Spellburned ability damage will only heal naturally with rest. Revelators attempting to lay hands on a spellcaster that has willingly harmed themselves by spellburn have committed blasphemy and go against divine tenants.

Regaining arcane abilities

Spells, or spell-like abilities are lost when the spell check results in "lost" on the chart for the spell/arcane ability in question. Unless specifically stated in the write-up for the spell, contraption, elixir, etc. in question, assume it returns within 24 hours or if temporarily brought back with spellburn.

Mercurial magic

Arcane energies are ever changing and constantly flowing. Each caster channels the energies through every cell of their being, adding a unique "signature" to the result. To represent the mercurial effects of a spell, have the occultist roll once on the Mercurial Magic table each time a new spell is added to their grimoire using a d% and modifying the roll by any Luck modifier X 10%. For example, a Luck modifier of +3 would add +30% to each roll on the table.

MERCURIAL MAGIC TABLE

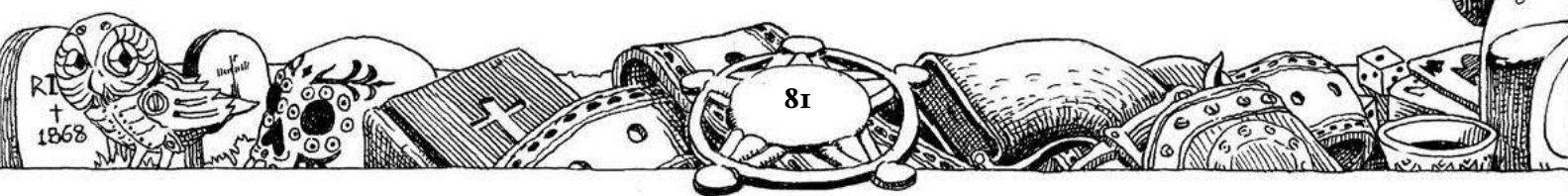
D% Result

- 1 Wooden visage. The caster's skin becomes rigid, tough and looks like tree bark for 1d4 rounds after casting this spell. The caster gains +4 to AC and their movement speed becomes 0' for the duration.
- 2 Ammo explosion. Any ammo that is chambered and ready to fire in any gun carried on the caster explodes, destroying the weapon and causing half normal single-shot damage to the caster per weapon.
- 3 Hair growth. All hair on the caster's head grows 2d12 inches immediately after the spell is cast.
- 4 Brimstone steps. Every step the caster takes for 1d4 rounds creates a pillar of fire from their footsteps. The pillar rises up 20' and does 1d6 damage per round to those that come into contact with it. Those that take damage from the pillar are subject to catching fire.
- 5 Half nirvana. When the spell is cast, one half of the caster's body (rolled randomly), splits right up the middle, becomes glowing gold wispy energy for 1d6 rounds. Any limb or item on that side of the body cannot be used except for movement for the duration, at which point the caster heals half their hit point loss.
- 6 Bright eyes. The caster's eyes become glowing orbs of white light that project out 30' for 1 turn. Keeping the eyelids closed stops this illumination until reopened but obviously makes the caster unable to see.
- 7 Glass breaker. A high-pitched sound reaches resonant frequency when the spell is cast. All glass within 20' of the caster shatters and causes 1d4 damage to anyone within 5' of the shattering glass unless they make a DC 10 Ref save.
- 8 Sheep's wool. Casting this spell causes the caster's back to sprout usable wool much like a sheep. Sheep shears will need to be used to cut the hair if the wool is to be processed.
- 9 Taffy teeth. When this spell is cast, the caster's teeth become like soft taffy for 1 hour, becoming stuck to one another and the inside of the mouth. The caster cannot speak correctly for the duration, at which point the taffy breaks off and the teeth return to normal.
- 10 Avian hatred. When this spell is cast, all avian wildlife within 1 mile will be aggressive to the caster for 1 hour, actively seeking them out and attacking on sight.
- 11 Dry mouth. The caster becomes extremely thirsty after casting this spell for 3d6 rounds. During this time the caster is at -2 to all actions unless they drink water for a full action. Doing so alleviates the thirst for the next 4 rounds.
- 12 Enhance item. When the caster casts this spell, the next item they touch becomes infused with arcane power. A weapon so infused gains +1d to damage, armor infused gains +1d3 to AC. Other items either function faster, longer, or more efficiently as decided by the Judge. Weapons and armor stay infused for 1 turn.
- 13 Tearful casting. The caster is struck with a strong feeling of sadness when this spell is cast, causing them to cry uncontrollably, suffering a -2 to Personality until the caster witnesses something truly joy inspiring, as decided by the Judge.
- 14 B.O. spell. The caster's body odor becomes extremely foul to those around them for 1 turn, yet they cannot detect any change. Anyone within 20' of the caster must make a DC16 Fort save or be at -2 to all actions for 1d4 rounds from nausea. Staying in the caster's vicinity forces another save once the duration of the nausea has passed.
- 15 Visage change. When the caster casts this spell, their face melds and reshapes itself into a completely different face for 1 hour. This allows the caster to disguise themselves, though their voice will be unchanged.



MERCURIAL MAGIC TABLE (CONT.)

- 16 Water boiler. All water, even in containers, within 10' of the caster becomes boiling hot until it cools normally.
- 17 Shadow caster. The caster becomes shadowy and transparent when this spell is cast for 1d6+2 rounds. Any attempt to hide or sneak during this time is made at +1d to the check.
- 18 Indestructible creation. When this spell is cast, the next item touched will be completely indestructible for 1 hour. If the item touched is part of a larger construct, such as touching a boat, then the whole construct is indestructible for the duration. When the duration has ended the item crumbles to dust.
- 19 Life detection. The caster can see the aura of any living being, even through other objects, at a range of 30', for 1d10 rounds when this spell is cast.
- 20 Olfactory enhancement. When this spell is cast, the caster's sense of smell becomes extremely strong for 1 hour, giving them a +6 to any check to notice creatures within 20'. The Judge has discretion if a creature does not produce a smell.
- 21 Life stealer. In order for this spell to be cast, a small living creature must have its life force extinguished. A small animal (dog, cat, bird, mouse, raccoon, rabbit, etc.) within 30' will randomly die in order for the spell to be cast. Roll randomly if multiple animals are in range.
- 22 Hover spell. When the spell is cast, the caster floats 1' off the ground for 1 hour. They must use the aid of others to push and glide them across the ground. They may also use a stick to push them over the ground or pull themselves by grabbing stationary objects, at half their move speed. If the caster moves over a drop they will plummet like normal but stop 1' over the ground safely.
- 23 Produce growth. The caster grows an apple-sized flesh-covered fruit off their torso which may be plucked (causing 1 point of damage) and consumed. This process takes 1 hour and only one may grow at a time. The inside contains a red fleshy pulp that produces a random effect when consumed, which lasts for 1 hour. Roll 1d6: 1) nausea, all actions are at -2; 2) +2 to all saves; 3) +2 to Initiative; 4) +2 to spell checks; 5) +2 to AC; 6) reduce all damage by 2.
- 24 Sexual allure. When this spell is cast, the caster becomes extremely attractive to all those they encounter in the next hour. They receive a +4 to all Personality checks.
- 25 Telescopic sight. The caster gains telescopic sight over great distances if they concentrate for 1 round. The distance seen is decided by the Judge due to visibility conditions, obstructions, and lighting, but at a maximum of 10 miles. The caster can see fine detail at this distance. This ability can be used at will for 1 hour.
- 26 Quickening. When this spell is cast, the caster gains another full action die for 1 turn.
- 27 Chrome shielding. The caster's skin takes on a slight shiny chrome sheen, which deflects all bullets targeting them for 1 turn. All gun attacks targeting the caster miss. If the target that shot at the caster rolls a 1 on their attack roll, the bullet strikes the shooter doing normal damage. To spot a caster with chrome shielding a DC 16 Intelligence check must be made to notice something unusual about any exposed skin.
- 28 Diamond light. If the spell is successfully cast while the caster holds a diamond of any size, the spell fails and is lost. The diamond will then radiate light like a lantern until shattered or destroyed by physical means.
- 29 Blood molder. When this spell is cast, the caster can mold blood into simple physical objects (shovel, hammer, knife, spike, rope, wagon wheel, etc.) of normal usability. The amount of blood must be available to mold an item of typical size. The blood object lasts for 1d3 hours and is sticky and slick to the touch.



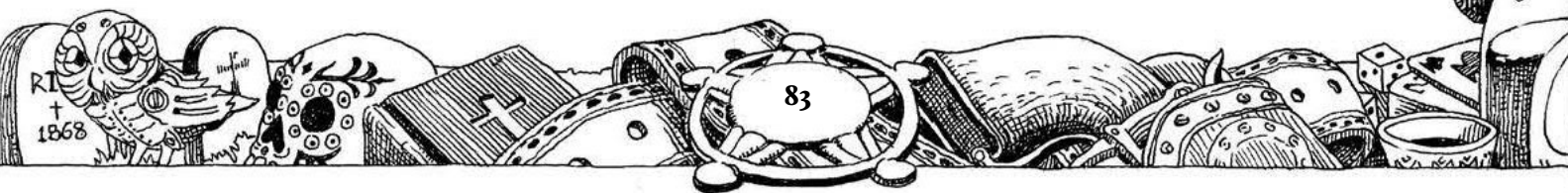
MERCURIAL MAGIC TABLE (CONT.)

- 30 Goat appetite. The caster can consume things that their teeth and digestive systems normally couldn't for nourishment for the next 24 hours, when this spell is cast. The Judge must decide if the material is consumable. Such items could be paper, wood, cloth, tin, dirt, leather, bones, etc.
- 31 Deafness. When this spell is cast, the caster loses their sense of hearing for 1d3 hours.
- 32 Solar burn. If this spell is cast while the caster is in sunlight, the caster takes 1d6+2 damage and is at -2 for all actions for 1d8+2 rounds.
- 33 Nova blast. When this spell is cast, a blast of arcane energy explodes from the caster doing 1d8+2 damage to all creatures within 20', forcing them to make a DC 18 Ref save or be knocked prone.
- 34 Life seed. Casting this spell causes the caster to vomit forth a fleshy seed which burrows into the ground with the help of small tentacles. Within 1 hour the seed sprouts a 1' tall plant from the soil. The plant has five tubers which lie beneath the soil and resemble small fleshy carrots or potatoes. This tuber can be consumed raw to heal 1d2 points of damage or all the tubers can be cooked into a stew of four portions, which takes 1 hour, and restores 1d8 points of damage per portion. Only one portion of stew can heal someone in a 24-hour period, and only one life seed can be created per 2d3+1 days.
- 35 Blade immunity. The caster of this spell takes no damage from cutting weapons for 1 hour.
- 36 Dark spittle. The casting of this spell causes the caster's saliva to create a 5' globe of pure darkness, as an action, for 1 hour. The caster can only create a globe every other round and spitting into the same globe doubles the globe's size until it reaches 20' in diameter. No light can penetrate the globe of darkness and no light inside the globe may be seen from the outside. The globes last for 1 hour.
- 37 Strength drain. The caster of this spell loses 1 Strength each time this spell is cast, until the caster reaches 1 Strength, at which point the spell is lost and is not regained for 1d3 days.
- 38 Projectile creation. 1 target touched by the caster when this spell is cast causes all projectile weapons on their person to shoot arcane projectiles for 1 turn, which do the same damage as normal but do not expend any actual ammo.
- 39 Animal communication. Casting this spell gives the caster the ability to communicate to all normal animals telepathically, until a different spell is cast.
- 40 False life. The caster of this spell gains 10 temporary hit points that will be reduced from damage before normal hit points. These temporary hit points remain until reduced to 0, at which point the spell is lost. Multiple castings of the spell do not gain extra temporary hit points.
- 41-60 No additional effects.
- 61 The caster begins to hiccup uncontrollably for the duration of the current encounter. Attempts at using stealth are useless by the caster and anyone within 10' attempting to be sneaky. Additionally, all spells are cast with a -2 penalty. Should the caster be required to pass a Grit check or fail the saving throw as a result of being targeted by a fear-based spell, the hiccups will go away.
- 62 The caster begins to sweat whiskey while casting the spell. Clothes will become soaked and flammable until properly dried. Should the sweat be collected by wiping it away with a rag and wrung out, 1d3 shots can be harvested.
- 63 1d3 angry, temporal jackalopes manifest and attack the caster in a fit of soft furry rage before being pulled back into the arcane-aether that summoned them. **Jackalopes:** Initiative +4, Atk impale +1 melee (1d3), leap-kick +2 melee (1d2 and knocks the target prone); AC 13; HD d8; MV 40', leap 20'; Act 1d20; SV Fort +0, Ref +5, Will +1; SP: night vision 90', 100% spell immunity.



MERCURIAL MAGIC TABLE (CONT.)

- 64 The caster acquires attributes of the common desert cacti. Their skin turns a rubbery green as thousands of needles sprout from head to toe. The caster gains a +2 bonus to AC in addition to gaining the ability to attack in melee, inflicting 1d8 damage. Targets must spend the following round plucking the needles from their skin or suffer -1 to all rolls due to excruciating pain. Additionally, the caster can be "milked" providing nutritious cactus juice. Milking requires a small hole to be cut in their hide (suffering 1pt of damage). One serving is harvested and heals 1d4 hit points. Harvested milk spoils after 24 hours. The effects last 1d6 rounds.
- 65 Should the spell be cast under the light of the moon, the caster may add a +1d modifier to the casting attempt. Casting a spell this way also causes the caster's eyes to glow with a soft pale light for the duration of the spell.
- 66 Caster blinks from existence only to reappear randomly on the following round. Should the spell check be successful, the effects of the spell still occur normally. The caster appears in a random direction (use a d12 to determine the direction and a d% to determine the distance in feet. This might place the caster in a dangerous spot (in a raging river, or off a cliff, etc.); however, appearing within melee range of an opponent gives the caster a chance to surprise his prey. Targets must pass a DC 13 Will save to avoid the effects of surprise.
- 67 The caster finds his voice replaced by that of a small child for the next 24 hours. The mismatched voice is found to be unsettling to most, humorous to others. The caster suffers a -2 reaction penalty to all they encounter and enter conversation with.
- 68 Déjà vu! The caster has a flash from a parallel timestream where he just cast the spell in question. Should the caster successfully guess the number rolled on his spell check die, the spell will cast itself with the same casting result for d3 rounds.
- 69 Caster utters the incantation just before vomiting a small screaming version of themselves. No further spell casting is possible for as long as the miniature doppelganger lives, thus the little feller has to be put down. The doppelganger will try its best to escape, and should it succeed, it will grow to full size in 1d30 days, upon which time it acquires the duplicate stats and abilities of its "creator" and begins a quest to kill the caster. Regardless of the caster's path, the doppelganger will be on The Path of the Damned as it is emotionally underdeveloped and chaotic. **Doppelganger:** Initiative +2; Atk impale +1 bite (1pt); AC 15; HD d3; MV 10'; Act 1d20; SV Fort +0, Ref +5, Will +1; AL POD; SP tiny (8" tall, +4 AC; SV Fort -1, Ref +4, Will 0).
- 70 Caster must immediately take a long draw of whiskey after casting the spell or suffer the ire of a whiskey elemental whose essence is tapped to cast the spell. Failure results in the creature stalking and attacking the caster at an inopportune time. See bestiary for stats.
- 71 Anyone wearing trousers within 300' of the caster suddenly find their pants dropping. Those affected must spend their next action pulling them up or suffer 1/2 movement and a -1d penalty to physical actions.
- 72 The caster draws the attention of Lady Calamity. For the duration of the spell, any additional attempts to cast a spell with an odd numbered result is instead cast upon a random ally.
- 73 Casting the spell imparts a +2 to the spell check and causes an arcane brand to appear on the caster's forehead. The mark burns for the duration of the spell and inflicts 2 damage on the caster in addition to serving as a reminder that Old Scratch will come to collect his due upon the death of the caster.
- 74 Arcane winds momentarily manifest blowing against the caster and causing all windows within 100' to shatter outward. The spell is cast with a +1d modifier.





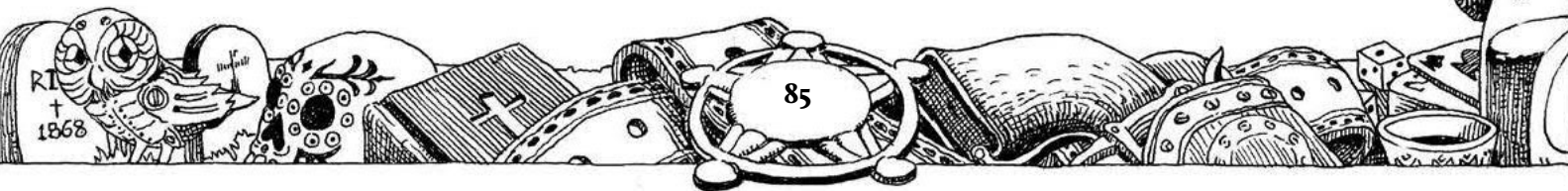
MERCURIAL MAGIC TABLE (CONT.)

- 75 Casting the spell requires sacrifice and the caster must spellburn at least 1 point to be successful. Spent point(s) add to the total of the spell as they would normally.
- 76 Casting the spell weakens the veil between the land of the living and that of the dead. The caster temporarily gains the ability to side-step (see calavera or sin-eater) for the duration of the spell.
- 77 The eyes of the caster temporarily pop from their nesting sockets, dangling from their fleshy cords until forced back into place. Doing so requires one full action and allies witnessing the grotesque display must immediately pass a DC 8 Fortitude save or vomit during the round the spell is cast, losing a standard action.
- 78 The spell draws on the moisture found in the caster's skin, causing it to dry and crack, inflicting d3 damage on the round the spell is cast. Lotions must be used to heal the wounds to avoid a further point of damage each 24 hours.
- 79 All plant life within 100' of the caster wilts and dies as the air is filled with the smell of rot.
- 80 Every hair on the caster's body suddenly burns away filling their surroundings with the smell of burnt hair. Losing the hair grants the caster a +4 bonus to cast the spell. Lost hair grows back every 24 hours, and repeated attempts at casting the spell suffer a -2 penalty without proper hair to charge the effort.
- 81 Allies of the caster must pay the price to fuel the spell. Any friend or ally within 50' must immediately pass a DC 13 Will save to avoid suffering the effects of a psychic leeching, losing d3 hit points per level of the spell. Each ally failing the save grants the caster a +1d modifier to the spell check, up to a max of d30. Allies drained to 0 hit points cause the spell to go off with the same effects of a natural 20, but the ally suffers a -1d penalty to any attempts at being revived.
- 82 An infernal agent of Old Scratch manifests and freezes the current scene unfolding so that the caster can play a game of chance. Flipping a coin will do, as will any means of gaming. Winning the contest results in the spell check gaining a +4 bonus, while losing means the creature removes a pound of flesh from the caster in the form of 4 points of spellburn.
- 83 Caster must scream the verbal component of the spell so loudly that no chance of stealth, or those attempting to get the jump on enemies is allowed.
- 84 The spell may be cast without the usual utterance of words.
- 85 Caster need not spend an action normally required to cast the spell and is free to perform a standard non-spell casting action in addition to casting the spell and normal movement.
- 86 The spell can be cast to greater effect so long as a four-leaf clover is used as a component. Using the clover allows the caster a reroll of any die attached to the spell, including the casting attempt, damage, number, etc.
- 87 Lady Luck manifests as a beautiful raven-haired female dressed in typical Western regalia with the intent of helping the caster and their group. Each ally and the caster gain a Boon before Lady Luck tips her hat and vanishes. Additional attempts to cast the spell are considered attempts at bleeding the well dry and instead cause a visit from Lady Calamity who gives each player a Hex. Additional attempts at casting may bring either of the sisters and is handled by drawing a card from a standard poker deck. Black suited cards mean Lady Calamity has appeared while red symbolizes Lady Luck.
- 88 The caster vomits a swarm of blood flies summoned from the depths of Hell. The blood flies swarm about, biting and clouding the vision of one random ally (roll each round). For the duration of the spell, affected allies suffer a d4 from bites and stings and a -1d penalty to all rolls requiring sight.



MERCURIAL MAGIC TABLE (CONT.)

- 89 A head identical to that of the caster sprouts from its host's neck. The head represents all the negative aspects of the caster's personality and will do its best to bring ruin to its host or those considered allies. This might mean screaming to alert the enemy during stealth attempts or biting its twin to disrupt spell casting. Attacks automatically succeed, inflicting 1 point of bite damage and forcing the caster to pass a DC10 Will save to retain concentration. The evil head remains for 1d6 rounds.
- 90 The caster is considered a master at casting the spell and may freely choose any result below the one determined by the spell check result.
- 91 A skeletal mariachi band appears to serenade the caster with an energetic performance. Should the caster show their appreciation for the performance by watching with their full attention, the un-dead entertainers impart a +1d modifier to all aspects of the spell. This means letting your guard down and giving a +4 bonus to all attacks against the caster after the spell has been cast. The band will vanish after d2+1 rounds.
- 92 The caster must tap the powers of the infernal to properly charge the spell, and a whiskey demon answers the call. In return for a +3 casting bonus, the drunken imp drains any and all alcohol within 50' of the caster.
- 93 The casting of the spell alerts a dark cult dedicated to an Elder God to their presence. The cult sees the caster as a future threat to their goals of awakening their dark god and must be eliminated. Each casting allows the cultists to track the caster like a beacon, bringing them like moths to a flame. The Judge should secretly roll a d12 and keep track of the number of times the spell is cast. Should the number of castings and the number rolled match, the cultists will attack during the next time the caster visits a town of any sort. Judges should prepare the encounter ahead of time.
- 94 Casting the spell summons forth a rattlesnake that immediately coils around the caster's arm, anxiously awaiting the result of the spell. Should the caster successfully cast the spell the snake vanishes, leaving 1d3 rattles in the caster's palm. Failure agitates the serpent, causing it to sink its venomous fangs into the caster, inflicting d4 damage and requiring an immediate DC 11 Fortitude save to avoid suffering 1d4 Stamina damage each round until the save can be passed. If the caster's Fortitude reaches zero, they are dead and beyond recovery as the body melts away and the snake gains a new rattle on its tail. Rattles may be used in the same way that Boons are.
- 95 Each time the spell is cast, the source of the casting is visited by great Cthulhu and shown such horrors and madness that the caster loses 2 Grit points with each successive casting. Lost Grit points return at the rate of 1 for each 24 hours the caster refrains from casting the spell.
- 96 Each casting of this spell gives the caster visions of the near future where Elder Gods reign, and the world is consumed by a crimson desert. The caster knows instinctively that the crimson desert has begun to spread from somewhere in Mexican territory and grows with each casting of the spell. The knowledge of what may be the future and that the sands are slowly turning crimson weighs heavily on the caster. Their dreams are plagued and a DC 8 Will save must be passed to regain lost health and ability points.
- 97 Arcane winds sweep up from the feet of the caster, temporarily blinding them as their senses are overwhelmed. The spell goes off as normal but leaves the caster effectively blinded for d3 rounds.
- 98 Casting the spell summons 1d8 desert lizards that follow the caster through the course of their adventures. Each casting of the spell, including the initial, causes one of the lizards to explode in a crimson mist. The violent death charges the energy fueling the spell and grant a +1d bonus to the casting roll. Each successive casting repeats the sacrifice until the last lizard remains. Casting the spell while only one lizard remains is considered an automatic miscast. Casting the spell again while no lizards are present renews the cycle.
- 99 Roll again twice
- 00 Roll again twice, but instead of rolling a d%, roll 4d20 modified by the caster's Luck modifier x 10%





Corruption

Just as rolling a natural 1 during an attack results in some form of fumble, a spell carries similar consequences when a natural 1 is rolled for a spell check. The spell not only backfires on the caster, but often opens doorways to powerful entities properly schooled in the ways of making the occultist pay for his mishandling of the arcane. Each time a miscast occurs, follow the instructions found with each spell description. Some results will have the player roll on one of the corruption tables (Minor, Major, or Greater). Make these rolls by using a d10 and subtracting the spell level from the roll and adding any positive modifier the caster may have for his Luck stat to the total.

MINOR CORRUPTION

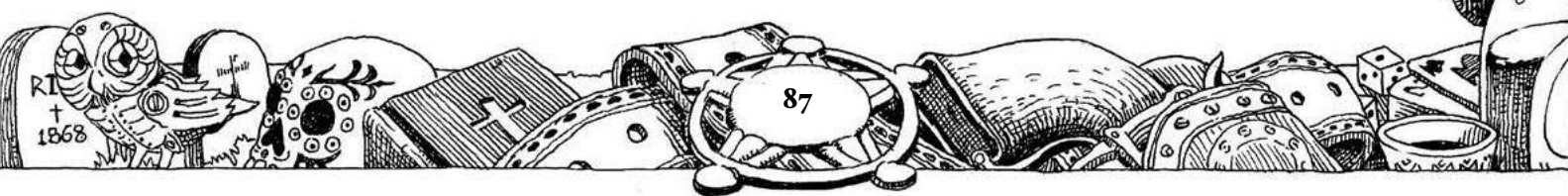
D10	Result
1 or lower	The caster's face takes on the appearance of a snake. The scales dry and crack, constantly weeping a blood-tinted fluid.
2	The caster develops a strange gait as one leg grows d6" longer than the other.
3	The caster's eyes change into something unsettling. Roll 1d6: 1) The eyes lose all color, leaving white orbs that have a soft glow in the darkness; 2) The eyes develop cat-like features with large green/yellow irises and slits for pupils. The character will be considered as one who dabbles in devilry; 3) Fishlike with no eyelids. The eyes constantly weep to an unsettling degree; 4) The eyes look like those of a serpent, with narrow slits serving for pupils; 5) The caster's eyes constantly leak tears of blood; 6) Caster's pupils frost over giving the appearance of one who is blind.
4	The character finds their fingers have grown an extra knuckle, giving the appearance of long spindly spider legs. The fingers are enough to give most folks a stiff blanket of chills up their spines.
5	The caster finds a symbol on their body marking them as the property of some infernal or extraplanar entity. The symbol constantly smolders and is a painful reminder of a fate yet to come.
6	One of the caster's features changes to that of an animal. The nose may begin to resemble a snout or perhaps the tongue becomes forked. Judges are encouraged to work with the player on the type of animal and feature altered.
7	The caster has seen into the future and glimpsed the scorching crimson deserts covering and smothering out life. They return from this journey constantly sweating and parched for water.
8	The caster finds their appearance has changed for the worse. Judges are encouraged to come up with a change that relates to the type of spell being cast. Fire based might have the caster looking scarred, while an acid-based spell might have a part of the caster looking "melted."
9	The caster catches the attention of a whiskey demon in larval stage. The creature drifts and settles into the stomach of the caster before manifesting in the prime. The caster constantly thirsts for whiskey and will begin to look jaundiced and sallow as they have no choice but to drink to satiate the baby in their belly. Going 24 hours without at least a pint of whiskey unsettles the larvae, and it begins to chew at the caster's stomach, causing a -1d penalty to all rolls.
10 or more	The caster's mind reels as it is visited by a higher power, either infernal or extraplanar. The creature floods the caster's mind with visions of delicious madness causing pain sensors to overload, forcing the caster to pass out for 1d6 hours or until awakened by vigorous means.



MAJOR CORRUPTION

Dro Result

- 1 or lower The caster is caught in the web of something extradimensional and is linked to the parasite for life. The caster loses 1d20 pounds and develops an emaciated appearance in addition to losing 1 point of permanent Stamina per month over a period of d6 months.
- 2 The caster develops a small orifice in the area of their abdomen. The hole constantly weeps a black syrup, sweet to the taste. Through the course of a month, the affected abdomen swells until the caster succumbs to a sick version of childbirth. While in the throes of "labor," the caster can do nothing but lie prone for 1d10 rounds, giving birth to a demonic mewling cat. The creature, though infernal, will be protected by the caster long enough for it to escape. Judges should roll 1d30 secretly to determine the day the birth occurs and keep as accurate count as possible. On the due date, have the caster roll a DC 12 Fort save with each combat encounter. Failure results in the caster going into labor. Should the caster make it the entire day, the "kitten" will come during the next time of rest.
- 3 The caster finds their mouth able to unhinge, allowing for large morsels to be pushed down their throat. Additionally, their eyes change to resemble those of a viper. The caster now prefers to eat small game animals whole and is unable to produce their own body heat.
- 4 The caster finds one of their arms has developed into a tentacle. The underside develops hundreds of "suckers," while the outer becomes a sickly purple and is leathery to the touch. The caster will never drop an item being held in this hand and gains a +2d bonus to any rolls relating to grabbing or retaining their grip on items being pulled from the tentacle-like appendage.
- 5 The caster's fingers grow an extra knuckle and sharp black claws (granting a melee claw attack d6) but inflicting a -2 penalty to rolls related to manipulating objects.
- 6 The forehead of the caster begins to develop horns. Two black buttons appear overnight and begin to grow with each spell cast. Each time the caster uses a spell, these horns grow 1" to a maximum of 18". Horns must be ground down under the light of the moon or tools used to perform the task will malfunction. Allowing the horns to be displayed openly will bring down a righteous fury from any populated area.
- 7 The caster's skin loses all color and their hair changes to an oily black. The skin will burn, causing the caster a -1 to all physical rolls if they spend one hour under the sun with no protection. Additionally, the oily hair constantly smells of sulphur, imposing a -1d penalty to any interactions.
- 8 The caster finds their tongue has become forked while their eyes become black orbs speckled by constellations in far away galaxies. Their appearance is unsettling and they will be unwanted should they walk into a town without taking proper precautions.
- 9 The caster constantly sloughs off their skin and is compelled to eat it lest their affinity for the arcane vanishes. The skin is constantly shedding and the compulsion to nibble can only be resisted with a DC 15 Will save. Refusal to eat results in the loss of spell casting abilities until the compulsion is resumed.
- 10 or more The caster finds they casts no reflection and their shadow has acquired horns and a tail.



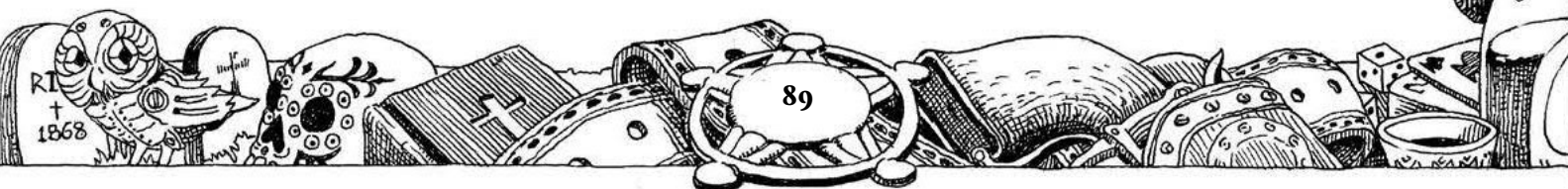


GREATER CORRUPTION

Dio	Result
1 or lower	The caster's anus and mouth have changed position in their digestive chain. Food goes in the back way and comes out through your talking parts. Uncomfortable and disgusting, but not readily apparent to observers unless you are seen dining. Needless to say, the caster will be hanging from a noose if this condition is discovered in any sized community.
2	Old Scratch has come to collect on a debt. The caster is set upon by thousands of black locusts intent on devouring the body and soul of the caster. Untold agony is suffered as the object of their affection is eaten out of existence, only to reform in Hell. What seems like an eternity is mere seconds as the caster is sent back with a permanent reduction in hit points by 3d6 (to a minimum of 1) and all stats are reduced by -2 (to a minimum of 1), including Luck.
3	The head of the caster is replaced by that of a serpent of similar size. Caster's vision is reduced by half, but pits in the head allows the caster to see heat radiuses with such accuracy that a thermal image is produced. The caster gains a venomous bite inflicting d4 damage and forcing a DC 12 Fortitude save to avoid suffering d3 Stamina damage for each round the save is failed. Passing the save ceases any further loss. Casters suffering in this fashion can never show their true faces in public for fear of being killed on sight.
4	Caster has drawn the attention of an Elder God. The Black Goat of the Woods reaches through a crack in the Dreamlands to caress the caster. The caster's legs are transformed into those of a goat while their facial features twist and contort into a demonic goat visage. The caster unsettles any animals within sight while flowers and plants turn to dust.
5	One of the caster's arms changes into that of a warty 4' long tentacle. The caster gains a +2d bonus to all rolls to grab or retain objects and never drops items from the new appendage. Climbing checks gain the same bonus. Openly showing the appendage off means a certain date with a noose in any populated area.
6	The eyes of the caster vacate their sockets, leaving empty spaces that constantly weep a black ichor. The eyes migrate to the top of each of the caster's hands and gain the ability to see perfectly in the dark at normal range. The caster finds all physical activity harder because the hands need to be held in a specific position to see normally, suffering a -1d penalty to all activities requiring sight.
7	The caster grows by 1d12" and finds his spine developing an unusual curvature. Besides the unsettling appearance, the caster finds his joints constantly cracking and snapping causing intense pain. Movement is reduced to 10' while AC suffers a -2 penalty.
8	The skin of the caster dries and cracks. Roll d%: 1-50 the cracks inflict 1 point of damage each day as brimstone seeps from the wounds at random times. The caster suffers a -1d to all interactions. 51-100% the cracks inflict 1 point of damage each day as the wounds seep brackish slime. The caster has a hard time holding items, and whenever a fumble is rolled, any item held is dropped in addition to normal fumble effects.
9	The caster finds their abdomen is the new home for a second face resembling their own. The face constantly drools and moans, soaking the host's shirt and spoiling attempts at stealth. As an odd side effect, the caster can no longer swallow food by normal means and must feed the secondary face to find nourishment.
10 or more	The tongue of the caster elongates 1d10" and gains the properties of a tentacle.

Using DCC Spells in Dark Trails

Dark Trails was written with the assumption that Judges and players would use the bountiful selection of Cleric and Wizard spells available in the DCC rulebook. Clerical spells were renamed “miracles” to better fit the theme of religion in the weird West. Most clerical spells will work flawlessly with the Dark Trails RPG. Wizard spells will also work perfectly with the occultist class. The DCC book contains over 119 spells, and that’s not counting patron spells!



MAGICAL RECIPES

ANALGESIC OF ASTRINGENT REGURGITATION

Level: 1 **Range:** Self or touch **Duration:** 1 round **Brewing Time:** 1 round **Save:** Reflex negates

General: Projectile vomit is a debilitating experience, but this elixir turns the act into a potent defense for any drinker, although it may not engender many friends or acquaintances to further growth in your relationships.

Manifestation: Roll 1d4: (1) after consumption, the drinker's skin takes on a lime-green hue and their eyes glow with an emerald magnificence; (2) horribly odorous flatulence accompanies the gout of gastrointestinal fluid concocted by the elixir; (3) the elixir is effective but goes down HOT! and the drinker's eyes water and they break out into an excessive sweat; (4) the elixir causes a bioluminescent reaction, forcing static electricity along the body hairs of the drinker as violent sparks of energy shoot from their skin.

Mutagenic Reaction: Roll 1d8+2 modified by Luck: (0-1) the alchemic reaction of the elixir within your stomach causes an extremely irritated bowel; loud, odorous flatulence follows you like a curse for 1d4 days (effects left to Judge's discretion); (2-3) the elixir deteriorates your body's natural resistance to drinking your formulae and no further consumption is possible for 1d4 turns as normal functions slowly return; (4-5) bubbles of an acidic nature accompany a fit of hiccups, causing caustic bubbles to be emitted during speech for the next 1d4 turns; 1d3 bubbles are created each round, float to within 1d20' of the drinker and each do 1d4 points of damage to any creature in a 1d10' radius from where they pop; affected targets may make a DC 10 Reflex save; on a success, they suffer half damage; inanimate objects may also be affected at Judge's discretion (DC 10 save to avoid damage); the drinker may make a DC 12 Willpower save to be able to avoid exhaling these bubbles; on a success, they are able to internalize the bubbles but must then take the 1d4 damage themselves as above; (6-7) the acidic nature of the elixir damages the drinker's esophagus and larynx; eating, drinking, or even speaking becomes extremely painful for the next 1d4 days; in order to do so, the drinker must make a DC 12 Willpower save; on a success, they fend off the pain and go ahead with the desired action; (8-9) the elixir permanently affects the acidic content of the drinker's stomach; food and liquids are broken down by the drinker's bile at an alarming rate; this increases their metabolic rate, but also creates the uncomfortable repercussion of automatic movement reflex; they must relieve their bowels and urine within moments of eating, or they will evacuate themselves!; (10+) the elixir causes a lowering of the acidic content of your stomach and greatly increases the time it takes to digest any stomach contents; obesity and chronic halitosis is often the result, resulting in -1 to all *showmanship* rolls permanently.

I Lost, failure, and worse. Roll a Mutagenic Reaction.

2-II Lost. Failure. The formula can no longer be mixed until the mountebank can re-evaluate the ingredients (24 hours).

12-15 The drinker spews a gout of astringent vomit at a single target within a 30' range and does 1d6 + CL acid damage during the first round it hits any target (DC 15 Reflex save to avoid



getting coated in the acidic bile). Each additional round, a hit target may make a DC 15 Reflex save; on a failure, they take 1d6 damage, while on a success, the bile is removed and no further damage is taken. Alternatively, the target can remove the afflicted article of clothing, shield, etc., accepting that the piece of equipment is irrevocably destroyed.

- 16-19** As per the effects gained from 12-15, but the damage is increased to 1d8 + CL..
- 20-21** As per the effects gained from 12-15, but two geysers of acidic bile are retched at the same or two different targets and the damage is increased to 1d10 + CL.
- 22-25** As per the effects gained from 12-15, but three geysers of acidic bile are retched and may be spread out among up to three targets and the damage is increased to 1d12 + CL.
- 26-29** As per the effects gained from 12-15, but the geyser of acidic bile retched forth is shaped like a cone, with its initiation point centered on the drinker and expanding to a width of 40' at its farthest end 80' away, and targets all creatures within the area of effect.
- 30-31** Acidic bile roils like a fountain covering a 10' radius centered on the drinker. They suffer no damage, but all targets within the area of effect take 1d12 damage (DC 15 Reflex save to avoid getting coated in the acidic bile). In addition, 1d3 bubbles of caustic acid blast from the fountain, each capable of being aimed at a single target up to 80' away. Each bubble does 1d20 + CL damage and automatically coats the target in vile bile. Each additional round, a hit target may make a DC 15 Reflex save; on a failure, they take 1d6 damage, while on a success, the bile is removed and no further damage is taken. Alternatively, the target can remove the afflicted article of clothing, shield, etc., accepting that the piece of equipment is irrevocably destroyed.
- 32+** As per the effects gained from 30-31, but the distance is increased to a 30' radius centered on the drinker, damage is increased to 1d20, there are 1d6 bubbles generated and each cause 1d24 + CL damage, the Reflex save DC increases to 18, and targets hit take 1d8 damage on a failed Reflex save.

CAMPBELL'S CLEVER CUSHIONING CORDIAL

Level: 1 **Range:** Self **Duration:** Time of fall **Brewing Time:** 1 round **Save:** None

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General: Having observed a poor bedlamite plummet to her death while testing a bizarre flying contraption, Captain Clayton Campbell developed a cordial that slows the drinker's rate of descent during a fall, allowing them to escape injury or death.

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Manifestation: Roll 1d4: (1) with an uncomfortable spasm, the drinker's body flattens and twists, mimicking the shape of a sycamore seed, allowing them to spin to the ground; (2) the tail feathers of a large flightless bird sprout from the drinker's tailbone, arresting their fall but forces them into an uncomfortable head-down position; (3) brightly colored feathers like those of an exotic tropical bird burst from the drinker's arms; (4) drinker's skin sags and sprouts soft downy fur, their eyes bulge, and by extending their limbs they can move through the air with the grace of a sugar glider.

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Mutagenic Reaction: Roll 1d8+2 modified by Luck: (1) a tickle grows in the drinker's throat, eventually resulting in a cough that expels a cloud of small white feathers from their mouth (penalty at Judge's discretion); (2-3) unable to resist any crop, seed, nut, or other items that might be considered bird food, the drinker must pass a DC 12 Will save to resist such delicacies within 300'; failure results in the



imbiber dropping everything to gorge on the offerings for 1d3 rounds; (4-5) the drinker gobbles like a turkey rather than talking like a human (-1d on all speech-related rolls for the next 1d8 hours); (6-7) the change in the drinker's physical form results in a personal item taking the full force of the fall and breaking; the bedlamite can repair the item as normal; (8-9) a third of the hair on the drinker's head (including facial hair) is replaced with feathers of a similar color and texture (-1d on Personality checks for 24 hours); attempts to "pluck" the feathers only results in them growing back; (10+) drinker rides an emotional rollercoaster for the next 7 days, suffering a -1 to all mental based rolls. At the end of those days, the imbiber lays an egg which immediately cracks and either leaves the imbiber with a Hex or Boon token (50/50).

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- 1** Lost, failure, and worse. Roll a Mutagenic Reaction.
- 2-11** Lost. Failure. The formula can no longer be mixed until the mountebank can re-evaluate the ingredients (24 hours).
- 12-13** The cordial reduces the drinker's rate of descent. The drinker must pass a DC 10 Reflex save; on a failure, they suffer half damage.
- 14-17** A graceful descent, spoiled by a rough landing. The drinker must make a DC 10 Reflex save; on a failure, they suffer a sprained knee or ankle resulting in 1d6 damage and suffering half movement speed for 48 hours.
- 18-19** The imbiber sprouts a feline tail as they fall like a cat, making a perfect landing immediately below the starting point of the fall.
- 20-23** The imbiber grows temporary wings, allowing them to glide up to 120' beyond the normal landing point. The glider can make simple DC 8 Reflex saves to prolong the trip down, slowing the descent to 20' per round. Failure results in 1d6 falling damage.
- 24-27** The imbiber gains wings like an eagle granting a temporary flight ability. For 1d8 rounds, the imbiber gains flight at the rate of 60' per round.
- 28-29** As per the effect gained from 20-23, and the drinker may snatch another falling man-sized target and bear them safely to the ground up to 30' (horizontal distance) from the fall's starting point. To make the grab, the imbiber must make a melee attack versus AC 10.
- 30-31** As per the effect gained from 24-27, and the drinker may circle like a buzzard, gliding to a fixed point within 200' (horizontal distance) of the fall's starting point and remains airborne overhead for 1d3 turns before descending to the ground at any chosen point.
- 32+** As per the effect gained from 30-31, and the drinker may perform an airborne assault, delivering a ranged attack (with a +1d bonus to hit based on their high position at the Judge's discretion).

EMBROCATION OF THE ARACHNID

Level: 1 **Range:** Self or touch **Duration:** Varies **Brewing Time:** 1 round **Save:** None

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General: The drinker gains the abilities and sometimes the appearance of an arachnid.

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Manifestation: Roll 1d4: (1) thousands of spiders manifest, instantly scurrying and scuttling about the



drinker's body for a very unsettling appearance (-2 to all Personality rolls) for the recipe's duration; (2) the drinker momentarily wretches and throws up a fist-sized black widow that scurries away; (3) the drinker's body cracks and pops as their skeletal frame begins to take the form of an arachnid; the effect lasts for one round, and all attacks against the drinker are at +1d while the drinker scuttles across the ground trying to regain control of their misshapen bones; (4) the drinker's head transforms into that of a large spider; the drinker can communicate with all arachnids but will be seen as an abomination and attacked on sight by non-allies; the manifestation fades after 1d6 rounds.

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Mutagenic Reaction: Roll 1d8+2 modified by Luck: (0-1) drinker's eyes are replaced by 1d4 + 4 small arachnid eyes; drinker's vision is reduced to half normal range, but they gain +4 initiative against surprise attacks; (2-3) drinker loses all body hair and finds their skin changing to an ashen gray color (-1d on all Personality rolls) for the next 24 hours; (4-5) drinker becomes obsessed with catching and eating flies; should a fly be present, the drinker must pass a DC 12 Will save or spend the next 1d10 rounds trying to catch the "flying raisin"; (6-7) for the next 1d7 nights the drinker hears the whispers of arachnids within 10', whispering of forbidden things from a time when their kind once ruled and dined on man; the drinker has trouble gaining a good night's sleep and must make a DC 10 Fortitude save upon awakening or suffer a -2 cumulative penalty each night the save is failed; passing the save negates any penalties; (8-9) drinker's teeth permanently fall out, replaced by a set of venomous fangs that also serve as "straws"; drinker can no longer eat solid food and must regurgitate on their meal with an acidic bile until the food is pulpy and can be drawn in through their fangs; needless to say, the drinker will find themselves uninvited to the dinner table; (10+) drinker permanently forms a silk gland in their abdomen which must remain uncovered; the drinker is capable of fashioning a web that fills a 20'x20' area with 1d12 hours of work; webs can be spun to perform spider-like functions at the Judge's discretion.

- I Lost, failure, and worse. Roll a Mutagenic Reaction.
- 2-II Lost. Failure. The formula can no longer be mixed until the mountebank can re-evaluate the ingredients (24 hours).
- 12-13 Drinker gains the ability to climb sheer walls with minimal effort (+8 to climb checks) at half normal movement speed. The formula is active for 1d8 + CL rounds.
- 14-17 As per the effects gained from 12-13 and gains the ability to climb like a spider, never needing to make climb checks (there is no chance of falling and they move at normal speed when climbing). Formula is active for 2d8 + CL rounds.
- 18-19 As per the effects gained from 14-17 and grows an extra set of arms which allows an additional action each round using a d16 action die. Formula is active for 1d8 + CL rounds.
- 20-23 As per the effects gained from 18-19 and gains the ability to launch sticky spider webs (10 hp strong) once per round that can ensnare enemies. This counts as a ranged attack with a 20' range. Targets successfully struck are unable to move or take any action until they pass a DC 16 Strength or Agility check. The web suffers double damage from flame attacks. Formula is active for 1d10 + CL rounds.
- 24-27 As per the effects gained from 14-17 and gains a ranged acidic vomit attack. This counts as a ranged attack with a 30' range that inflicts 1d16 acid damage (DC 13 Reflex save for half damage rounding down) during the first round of the attack. Each additional round the damage is reduced by -1d until one full action is spent washing the area clean. Formula is active for 1 turn.

- 28-31** The drinker gains all previously listed abilities and finds their skin developing a hard exoskeleton, granting +4 to AC. Formula is active for 1 turn + CL rounds.
- 32+** Drinker transforms into a giant spider! All abilities are gained from the previous results, in addition to gaining communication with all arachnids. Formula is active for 1d3 turns.
- Giant Spider:** Init + *as PC*; Atk bite +2 melee (1d8 damage) or acidic vomit +2 missile fire (1d16 damage acid, DC 13 Reflex save for half damage rounding down; each additional round the damage is reduced by -1d until negated, range 30') or spider web +4 missile fire (targets are unable to move or take any action until they make a DC 16 Strength or Agility check. Web suffers double damage from flame attacks, range 50'); AC *as PC*+6; HD *as PC* Hit Dice; MV *as PC*; Act *as PC*+1d16; SP acidic vomit, arachnid communication, spider climb, spider web; SV Fort + *as PC*, Ref + *as PC*, Will + *as PC*; AL *as PC*.

OINTMENT OF GALVANIC AGITATION

Level: 1 **Range:** Self or touch **Duration:** Varies **Brewing Time:** Varies **Save:** Varies

General: This ointment allows the user to draw upon and amplify existing electrical currents within their body, creating arcs of galvanic energy to strike their foes.

Manifestation: Roll 1d4: (1) electricity wells up from every pore on the user's body, wreathing them in a nimbus of tiny flickering lights, which flare and strike where commanded; (2) a single bolt of lightning flashes from the sky to the user's hand before striking their intended mark; (3) flickers of static charge build-up within the surrounding environment (and the people in it), coalescing into a rolling ball of electricity in front of the user; (4) the user begins to convulse spasmodically, harvesting a galvanic charge from within their muscular and cellular structures; once the charge is maximized, the user vomits a green-tinged arc of crackling energy which lances through the air.

Mutagenic Reaction: Roll 1d8+2 modified by Luck: (0-1) user's hair carries a small but obvious permanent static charge, causing it to stand up straight from their head; (2-3) during stressful times, the user must pass a DC 8 Will save; on a failure, they begin gathering an excess of galvanic stimulation resulting in uncontrollable twitching, causing -1 to all checks involving fine motor control for the duration of the stressful encounter; (4-5) user acts as a human lightning rod, and while outside in a storm, there is an increased chance they will be struck; should the user be outside during a storm there is a cumulative 10% chance per round that a bolt of lightning will be drawn down for 3d8 damage (DC 15 Reflex save for half damage rounding down); once struck, the cycle will repeat until the storm subsides or the user takes shelter; (6-7) anything metal touched by the user holds a vicious charge which is harmless to them but not to others; the charge grounds through the next person touching the item, causing 1d8 damage; (8-9) tiny arcs of lightning fizz and pop constantly within the user's corneas and the scent of ozone can be detected at all times around the user; this ruins attempts at stealth causing a -1d to checks made in darkness; (10+) user's presence causes any complex or advanced machinery within 10' of them to go haywire—telegraphs stutter uncontrollably, steam engine regulators fail, daguerreotype cameras capture sinister images of slumbering monstrosities instead of their intended subjects, etc.; bedlamites suffer a -1d penalty to gear checks while within 10' of the user.

I Lost, failure, and worse. Roll a Mutagenic Reaction.

2-II Lost. Failure. The formula can no longer be mixed until the mountebank can re-evaluate the ingredients (24 hours).

- 12-15** A single bolt of galvanic energy strikes at blinding speed each round with a range of 30'. Users must make a ranged attack to successfully strike the target who must pass a DC 13 Reflex save or suffer 1d5 + CL damage. On a success, they take half damage (rounding down). Formula is active for 1d4 rounds.
- 16-17** Two bolts of galvanic energy strike at blinding speed each round with a range of 60'. User must make a ranged attack to successfully strike the target(s) who must pass a DC 14 Reflex save. Each bolt inflicts 2d5 + CL damage; on a success, they take half damage (rounding down). Formula is active for 1d4 + CL rounds.
- 18-19** Three bolts of galvanic energy strike at blinding speed each round with a range of 60'. User must make a ranged attack to successfully strike the target(s) who must pass a DC 14 Reflex save. Each bolt inflicts 3d5 + CL damage; on a success, they take half damage (rounding down). Formula is active for 1d6+CL rounds.
- 20-23** Four bolts of galvanic energy strike at blinding speed each round with a range of 60'. User must make a ranged attack to successfully strike the target(s) who must pass a DC 14 Reflex save. Each bolt inflicts 4d5 + CL damage; on a success, they take half damage (rounding down). Formula is active for 1d6 + CL rounds.
- 24-27** Choose one of the following effects:
- a) A single bolt strikes at one target within 60' doing 1d16 + CL damage. The bolt then arcs out to target up to 5 additional targets. Targets must be within 20' of each other. Damage is reduced by -1d for each successive target chosen. All targets must pass a DC 14 Reflex save. On a failure, they take the designated damage; on a success, they take half damage (rounding down). Formula is active for 1d4 rounds.
 - b) The user targets a metallic item within 120' causing it to melt into a fused charred mess. Magic items are allowed a DC 10 save (add the weapon's "plus" to the d20 roll). If the item is being held, the bearer suffers 3d8 damage, and if the item is a firearm, the electrical charge causes all live ammunition to explode, causing 1d10 additional damage to all creatures within 5' of the firearm. Formula is active for 1 round.
- 28-31** Choose one of the following effects:
- a) A single bolt strikes at one target within 60' doing 1d16 + CL damage. The bolt then arcs out to target up to 5 additional targets. All targets must pass a DC 14 Reflex save. On a failure, they take the designated damage; on a success, they take half damage (rounding down). Formula is active for 1d4 + CL rounds.
 - b) The user can weave a wall of crackling electricity up to 30' wide between any two conductive materials (metal, graphite, electrolytes, etc.) within 60'. Friend or foes approaching within 5' of the wall suffer 4d8 damage and must make a DC 14 Fortitude save to pass through, failure throws the target prone. Formula is active for 1 turn.
- 32+** The user directs a stationary pocket of wind and lightning which covers 40' x 40' within line of sight. Those in the area of effect are wracked by coruscating flashes of lightning (3d8 + CL damage per round, no save). Targets must pass a DC 14 Fortitude save each round while within the area of effect. On a success, they may move up to 10'; on a failure, they are transfixed in agony and remain stationary. Formula is active for 1d6 + CL rounds.

OPHIDIAN TONIC

Level: 1 **Range:** Self or touch **Duration:** Varies **Brewing Time:** 1 round **Save:** None

General: The mixture, when rubbed upon the skin, brings about a series of transformations which allow the drinker to take on serpent-like characteristics.

Manifestation: Roll 1d4: (1) the user's skin takes on the appearance of a snake for the duration of the effect; (2) the skin or soft tissue around the part of the user's body being transformed slews away in oily flakes as the transition takes hold; (3) the affected body part swells and ripples in stomach-turning undulations until settling into the new form; (4) the form of a vast snake appears from shadow, rapidly slithering over the user, weaving the transformation with darting flicks of its shadowy forked tongue.

Mutagenic Reaction: Roll 1d8+2 modified by Luck: (0-1) user acquires the habit of hissing when threatened; (2-3) there's a 10% (settled area) to 50% (wilderness areas) chance that each morning the user wakes they find a snake has cosied up to them overnight; whilst they are in no danger from this critter, anyone travelling with the user doesn't have the same assurance and halves the % chance to also find a snake in their bedroll (50% chance of being venomous); (4-5) user develops the taste for the natural prey of a venomous snake and must pass a DC 12 Will save to avoid dropping everything in an attempt to catch and eat the creature (whole and alive); (6-7) user's skin begins to slowly but irrevocably turn to snake skin; any interaction rolls suffer a -1d penalty; (8-9) user's tongue transforms into that of a snake; user now has a very distinctive sibilant speaking voice and openly displaying their malformation will likely prompt a negative reaction from God-fearing folk; the good news is the user has acquired an amazing sense of smell and taste, gaining +4 on all perception related rolls; (10+) every few months the user sheds their skin; this takes approximately 2 days, during which they are extremely vulnerable (-1d to all rolls, -2 to AC, can move a maximum of 20' per round) and are a hideous sight to behold; the process is messy, painful, and leaves a trail of dead skin and hair behind wherever they go.

- 1** Lost, failure, and worse. Roll a Mutagenic Reaction.
- 2-11** Lost. Failure. The formula can no longer be mixed until the mountebank can re-evaluate the ingredients (24 hours).
- 12-14** The user's face grows "pits" granting thermal vision and enabling them to see in the dark by way of heat. Formula is active for 1 turn.
- 15-17** The elixir contorts the torso and arms of the user, conferring superhuman grappling and constricting abilities. The user gains +4 when grappling. A constrained target cannot move or take any action. Once constrained, the target suffers 1d6 points of crushing damage each round and the target must attempt to escape by succeeding at a grapple check during the following rounds. Formula is active for 1 turn.
- 18-19** The user's face morphs into a serpent, granting a poisonous bite attacks. Atk bite melee (1d8 + poison DC 13 Fort or suffer an additional 2d4 damage each round for 1d6 rounds). Formula is active for 1 turn.
- 20-23** The elixir temporarily transforms the user's body, morphing them into a serpentine-like form, allowing a quicker movement and ability to climb sheer surfaces. The user may move at up to 40' per round horizontally or 20' vertically and can pass through spaces which are

slightly smaller than their head. Formula is active for 1 turn.

- 24-27** The user gains all benefits of previous results and their neck and mouth alter to accommodate venom sacks and pipes, allowing them to spit venom up to 30' with unerring accuracy (Atk spit +3 missile fire (3d6 poison DC 14 Fort for half damage). Target must pass a further DC 14 Fort save to avoid suffering an additional 1d6 damage each round.
- 28-31** The user gains all benefits of previous results and they can mesmerize a target within line of sight with their huge luminous serpent eyes. The targets must pass a DC 16 Will save or become paralyzed. The effect lasts until the user chooses to break the gaze or the target can pass a DC 16 Will save each round. Formula is active for 1d3 turns.
- 32+** A spectacular transformation turns the user into a giant snake (see stats below). Formula is active for 2d4 rounds.

Deadly Giant Snake: Init +2; Atk bite +6 melee (3d6 + poison DC 12 Fort or paralyzed for 1d4 rounds; on a success, suffer -1d to all actions next round) or tail slap +8 melee (2d8 + knocked back 10' and DC 15 Reflex save or be knocked prone); AC 18; HD 5d8 (added as temporary hit points on top of the drinker); MV 40' horizontal or 20' vertical; Act 1d20 and 1d16; SV Fort + as PC, Ref + as PC, Will + as PC; AL as PC.



MIRACLES

BLIND FAITH

Level: 1 **Range:** Self or more **Duration:** Varies **Casting Time:** 1 round **Save:** Will vs. spell check DC

General: The revelator manipulates the sight of one or more unfaithful, temporarily blinding them to their presence.

Manifestation: Roll 1d4: (1) a short gust of sweet-scented air causes the revelator and any affected allies' forms to fall away as dust lost to the wind; (2) the shadows of the revelator and any affected allies come to life, enveloping them, masking their true forms; (3) a shadowy angel appears before the revelator and any affected allies—swirling around them while imparting some of the divine being's natural stealth; (4) a shimmering scintillating rainbow aura surrounds the revelator and any affected allies, invisible to any unaffected creatures.

- I** Fall from grace! Roll immediately on the Atonement chart modified by any Luck modifiers. Additionally, increase the revelator's *fall from grace* threshold by +1.
- 2-11** Failure. Increase the revelator's *fall from grace* threshold by +1.
- 12-13** The caster becomes invisible to un-dead, demons, and creatures not native to Earth, which have 1 HD or less. The revelator doesn't need concentration to remain invisible and all attacks against them from affected creatures have a 50% chance of missing due to the invisibility. The miracle lasts for 1d6 rounds or until the revelator attacks a creature affected by the miracle.
- 14-17** As per the effects gained from 12-13, but the revelator can affect targets that have 2 HD or less. The miracle lasts for 1d8 rounds or until the caster attacks a creature affected by the miracle.
- 18-19** As per the effects gained from 14-17, except the revelator can affect targets which have 3 HD or less. The Miracle lasts for 1d10 rounds or until the caster attacks a creature affected by the miracle.
- 20-23** As per the effects gained from 18-19, except the revelator can affect targets which have 5 HD or less. The miracle lasts for 1 turn or until the caster attacks a creature affected by the miracle.
- 24-27** The revelator and 1d6 allies within 30' of the caster become invisible to un-dead, demons, and creatures not native to Earth and have 6 HD or less. The revelator need not concentrate to remain invisible and all attacks against them from affected creatures have a 50% chance of missing due to being invisible. The miracle lasts for 1 turn or until the caster or any affected ally attacks a creature affected by the miracle.
- 28-31** As per the effects gained from 24-27, except the miracle affects the revelator and all allies within 60'. The miracle lasts for 1 + CL turns or until the caster or any affected ally attacks a creature affected by the miracle.

32+ As per the effects gained from 28-29, except the revelator and all allies affected may attack without negating the miracle's effects; however, immediately after the revelator or a protected ally resolves an attack, the target of the attack gains a retaliatory strike at -4 against their attacker. The miracle lasts for 1 turn.

DIVINE SHIELD

Level: 1 **Range:** Self or more **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: Spiritual energy manifests to protect subject(s) deemed worthy in the struggle against the agents of darkness. The form of the miracle varies, but regardless often lessens physical, and in rare cases, magical damage.

Manifestation: Roll 1d4: (1) a shimmering angelic being holding a shield appears in front of the caster and any affected allies, maneuvering to deflect attacks directed at them; (2) caster and any affected allies are enveloped in waves of divine fire, harmless to caster and affected allies, but successful attacks against the caster and affected allies inflict 1d3 damage back upon the attacker; (3) the faint outline of small giggling cherubs can be seen shimmering in and out of existence as they attempt to absorb any damage inflicted upon the caster or affected allies; (4) the glowing form of an armored knight appears superimposed upon the caster and each affected ally; the radiance of the blazing armor makes it difficult to land telling blows by attackers.

1 Failure.

2-13 The effects of the miracle make it difficult to land a solid blow on the priest. The priest gains +2 to AC and Fortitude saves. Miracle lasts 1d8 rounds.

14-17 As per the effects gained from 12-13, and the effects of the miracle make it difficult to land a solid blow on the priest in addition to lessening the effect of any blows striking the caster. The priest reduces damage taken by -1d. Miracle lasts 1d8 rounds.

18-19 As per the effects gained from 14-17, and the miracle also offers protection against spells cast by beings on the Path of Darkness; priest receives a +2 bonus to all spell-related saving throws targeting them from POD sources. Miracle lasts 1d8 rounds.

20-23 As per the effects gained from 18-19, except the AC, Fortitude save bonus, and spell-related saving throw bonus increase to +3. Miracle lasts 1 turn.

24-27 As per the effects gained from 18-19, except the AC, Fortitude save bonus, and spell-related saving throw bonus increase to +4. Miracle lasts 1 turn.

28-31 As per the effects gained from 24-27, except the priest can also target 1d3 allies within a 30' radius of the caster as well to receive the miracle's effects. Miracle lasts 1 turn.

32+ The priest finds themselves and their allies protected in several ways by the divine. The priest and all allies within a 30' radius of the caster gain +6 to AC. In addition, the priest receives a +6 bonus to all saving throws, regardless of source. Successful attacks against the priest which cause hit point damage also have a 50% chance of rebounding on the attacker, who suffers the attack's damage instead (minus any Strength modifiers to damage). The priest reduces damage taken by -2d. Miracle lasts for 1 turn.



FORTITUDE

Level: 1 Range: Self or more Duration: Varies Casting Time: 1 action Save: N/A

General: The revelator's plea for divine aid and succor results in a temporary increase in vitality and strength. Any raise in ability scores that would warrant a modifier increase should be added in addition to benefits granted such as temporary hit points. At the time the miracles end, all accrued bonuses are lost.

Manifestation: Roll 1d4: (1) the revelator's eyes begin to glow with divine light; (2) the revelator's body hardens and grows, developing Atlas like proportion; (3) the revelator crumbles to dust, instantly reforming into a fiery form that lasts for the duration of the miracle; (4) the revelator morphs, developing leonine features, gaining a natural claw attack (1d8 damage).

- 1 Fall from grace! Roll immediately on the Atonement chart modified by any Luck modifiers. Additionally, increase the revelator's *fall from grace* threshold by +1
- 2-11 Failure. Increase the revelator's *fall from grace* threshold by +1.
- 12-15 The revelator's skin begins to glow faintly as they gain a temporary bonus of +2 to Stamina, in addition to an additional +4 temporary hit points. Miracle lasts for 1 turn.
- 16-19 The revelator's skin begins to glow faintly as they gain a temporary bonus of +4 to Stamina and +2 to Strength, in addition to gaining an additional +6 temporary hit points. Miracle lasts for 1 turn.
- 20-21 The revelator's eyes glow with fiery wrath as their skin begins to glow with divine radiance. The revelator gains a temporary bonus of +6 to Stamina and +4 to Strength, in addition to gaining an additional 2d8 temporary hit points. Miracle lasts for 1 turn.
- 22-25 In addition to the effects gained with 20-21 the revelator gains a temporary bonus of +8 to Stamina and +6 to Strength, in addition to gaining an additional 2d8 temporary hit points. Additionally, the revelator gains immunity to all forms of poison. Miracle lasts for 1 turn.
- 26-29 The revelator quotes one of their favorite scriptures in a booming voice as the clouds part and a bolt of divine lightning strikes the preacher, leaving them with crackling energy dancing through their body. The revelator and one ally gain a +8 bonus to Stamina along with a +6 bonus to Strength. The revelator and his chosen also gain 2d8 additional temporary hit points. Additionally, the revelator and their chosen gain immunity to elemental attacks and all forms of poison. Miracle lasts for 1 turn.
- 30-33 In addition to gaining the effects of 26-29 the revelator may choose 1d3 allies to impart the effects on. Miracle lasts 1 turn.
- 34-35 The revelator takes the temporary form of an angel, complete with feathered wings and a fiery halo. The preacher and all allies gain a +8 bonus to Stamina and a +6 bonus to Strength. the revelator and his chosen also gain 3d8 additional temporary hit points. Additionally, the revelator and their chosen gain a natural AC bonus of +4 due to a temporary thickening of the skin. Miracle lasts for 1 turn.
- 36+ The revelator takes the temporary form of an angel, complete with feathered wings and a fiery halo. The preacher and all allies gain a +10 bonus to Stamina and a +8 bonus to Strength. The revelator and their allies also gain 3d10 additional temporary hit points. Additionally,



the revelator and their allies gain a natural AC bonus of +4 due to a temporary thickening of the skin. The miracle lasts for 1 turn, however temporary hit points remain until lost by way of suffering damage.

HOLY SYMBOL

Level: 1 **Range:** 20' radius or more **Duration:** Varies **Casting Time:** 1 round **Save:** Will vs. spell check DC

General: The revelator uses an ordinary holy symbol as a focus to channel divine energies for rebuking the forces of darkness.

Manifestation: Roll 1d4: (1) the revelator's holy symbol glows with divine light, giving illumination out to 60'; (2) a glowing cross appears on the revelator's forehead; the symbol permanently remains burnt into the revelator's skin, resembling a brand; (3) the revelator traces a fiery symbol in the air that serves as the focal point for the miracle; (4) the revelator's holy symbol burns with divine flames, although neither it nor the caster is harmed by the nimbus of fire.

- 1** Fall from grace! Roll immediately on the Atonement chart modified by any Luck modifiers. Additionally, increase the revelator's *fall from grace* threshold by +1
- 2-11** Failure. Increase the revelator's *fall from grace* threshold by +1.
- 12-13** The holy symbol momentarily radiates with heavenly light/fire, etc. One target creature within a 20' radius centered on the revelator instantly experiences divine wrath, as visions of past sins flood the poor wretches mind. Un-dead, demons, and creatures not native to Earth may be targeted by *holy symbol*, including humans on the POD and creatures that willingly worship the Elder Gods. The chosen target suffers 1d8 fire damage and has a 50% chance of catching fire. The target suffers 1d8 damage each round until the Will save is passed. The miracle lasts for 1d4 rounds.
- 14-17** As per the effects gained from 12-13, except 1d4 creatures within a 20' radius centered on the caster may be targeted. The miracle lasts for 1d4 rounds + CL.
- 18-19** The holy symbol momentarily radiates with heavenly light/fire, etc. 1d4 target creatures within a 30' radius centered on the revelator instantly experiences divine wrath, as visions of past sins flood the poor wretches mind. Un-dead, demons, and creatures not native to Earth may be targeted by *holy symbol*, including humans on the POD and creatures that willingly worship the Elder Gods. The chosen targets suffer 1d10 fire damage and have a 50% chance of catching fire. Additionally, affected targets will avoid the revelator at all costs, focusing their attacks on allies. Targets suffer 1d10 damage each round until the Will save is passed. The miracle lasts for 1d6 rounds.
- 20-23** The revelator levitates 20' into the air as a fiery symbol of divine energy radiates above their head. 1d8 jets of flame trail from the symbol, striking targets chosen by the revelator within a 50' radius. Un-dead, demons, and creatures not native to Earth may be targeted by *holy symbol*, including humans on the POD or other creatures that willingly worship the Elder Gods. Chosen targets suffer 1d10 fire damage and have a 75% chance of catching fire. Targets suffer 1d10 damage each round until the Will save is passed. The miracle lasts for 1d6 + CL rounds.



- 24-27** The revelator gains the effects listed with 0-23, and additionally the revelator is engulfed in the same divine energies attacking the forces of darkness. The caster gains +4 to AC, saves, and all damage dealt. The miracle lasts for 1d8 + CL rounds.
- 28-33** 1d10 targets within a 60' radius chosen by and centered on the revelator immediately become wracked with pain as a burning divine symbol manifests on their forehead. Un-dead, demons, and creatures not native to Earth may be targeted by holy symbol, including humans on the POD or other creatures that willingly worship the Elder Gods. Chosen targets suffer 1d16 fire damage and automatically catch fire. Targets suffer 1d16 damage each round until the Will save is passed. The miracle lasts for 1d10 + CL rounds.
- 32+** All targets within a 60' radius chosen by and centered on the revelator immediately become wracked with pain as a burning divine symbol manifests on their forehead. Un-dead, demons, and creatures not native to Earth may be targeted by *holy symbol*, including humans on the POD or other creatures that willingly worship the Elder Gods. Chosen targets suffer 3d12 fire damage and automatically catch fire. Targets suffer 3d12 damage each round until the Will save is passed. The miracle lasts for 1d10 + CL rounds.

TONGUES

Level: 1 **Range:** Normal hearing range **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator communicates directly with the spirit of his fellow man, allowing communication with those that can't speak the caster's native tongue.

Manifestation: Roll 1d4: (1) a light shines from within the revelator's mouth for the miracle's duration; (2) the revelator and any targets of the miracle acquire an angelic glow for the duration of the miracle; (3) words spoken by the revelator or targets they communicate with are spoken in true "tongues" and are incomprehensible to those not affected by the miracle; (4) communication between caster and any affected targets sound like the tweeting of birds.

- 1** Fall from grace! Roll immediately on the Atonement chart modified by any Luck modifiers. Additionally, increase the revelator's *fall from grace* threshold by +1.
- 2-11** Failure. Increase the revelator's *fall from grace* threshold by +1.
- 12-13** For the duration of the miracle, the revelator can converse with one targeted human being. Any spoken words between the revelator and the chosen target sound like incomprehensible gibberish to those listening and not affected by the miracle. Language barriers are no issue as communication is via pathways of the spirit. Miracle lasts for 1 turn.
- 14-17** As per the effects gained from 12-13, except up to 1d4 human beings may be targeted. Miracle lasts for 1 turn.
- 18-19** As per the effects gained from 12-13, except up to 1d6 human beings may be targeted. Miracle lasts for 1 turn.
- 20-23** As per the effects gained from 12-13, except up to 1d8 human beings may be targeted. Miracle lasts for 1 turn.

- 24-27** As per the effects gained from 12-13, except up to 1d10 human beings may be targeted, and in addition to communicating, the revelator also determines the current emotional state of those with whom they communicate. The spirit of each individual shines with a vibrant hue based upon their current emotional state: angry, sad, excited, etc. Miracle lasts for 1 turn.
- 28-31** As per the effects gained from 24-27, and the caster is able to discern truth from lies by the way the spirit darkens upon uttering mistruths. Miracle lasts for 1 turn.
- 32+** As per the effects gained from 28-31, and the caster may communicate with any human beings within range. Miracle lasts for 2 turns.



SPELLS

AXLE GREASE

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: A greasy mixture of ectoplasmic residue is pulled directly from the spirit world offering many uses.

Manifestation: Roll 1d4: (1) a swirling portal opens to the spirit world as a stream of glowing “grease” is channeled by the caster; (2) caster’s skin momentarily melts off their bones, forming the mass of ghostly grease; (3) a ghostly spirit steps through a temporary rip in reality only to be shot by a pursuant on the other side; the shot causes the spirit to burst into the greasy mass forming the spell; (4) caster’s palms grow two mouths that vomit the material essence of the spell.

Corruption: Roll 1d10: (0-1) the caster’s palms always seemed to be greasy, resulting in an object falling out of their hands anytime a natural 2 is rolled during a physical action; (2-3) caster finds residue constantly oozing from their pores; if left unchecked, the caster finds their entire body covered in ghostly grease within 8 hours; as a result of the corruption, the caster always looks unwashed and oily, suffering -1d to all social based rolls; in addition, caster gains a +6 bonus vs. all grapple checks; (4-5) caster constantly finds their eyes glazing over with a greasy film and gains the ability to see into the Near of the spirit world, while normal vision is halved; (6-7) caster leaves a trail (much like a snail leaves) when walking by foot; wearing shoes does not prevent the effect and all attempts to track the caster gain +6; (8-9) caster develops a faint glow to their skin only noticeable in darkness and shadow; the illumination matches the strength of a torch, possibly attracting unwanted attention and spoiling any stealth related rolls; (10-11) caster’s face becomes disfigured and resembles constantly roiling grease with eyes and mouth changing places before righting themselves; the effect disturbs all who gaze upon the caster, making all social based rolls near impossible with a -3d penalty; animals will not allow the caster to approach, and infants scream uncontrollably (yeah, yer pretty damn ugly!).

Misfire: Roll 1d4: (1) one ally is randomly coated in grease—making any physical actions nearly impossible; the affected ally suffers a -2d penalty to any physical based rolls and drops anything held on a natural d20 roll of 1-3; (2) a 10’ radius of grease forms at the feet of the caster making movement impossible; caster must crawl from the spot and pass a DC 15 Reflex save to stand on their feet; (3) caster feels their lungs filling up with the substance and must pass a DC 12 Fortitude save to avoid temporary Stamina damage from drowning (d4) each round until the save is passed; (4) 1d6 allies trip from the small areas of ghostly grease forming under their boots; those affected must spend their next action getting up by passing a DC 12 Reflex save or remain prone.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3+) misfire.

2-11 Lost. Failure.

12-13 Caster creates a gallon of ghostly grease. The grease can be used to coat up to a 10’ area.



Objects coated are impossible to pick up or hold and grants any living creature coated with it a +6 bonus to evade grappling. The grease remains for 2 turns or until dispelled by the caster.

- 14-17** Caster summons a 15' radius of ghostly grease centered on themselves. The summoned substance moves with the caster and does not hinder any movement, but any target trying to make contact with the caster must pass a Reflex save with a DC matching the total spell result or fall prone. Prone targets must spend their entire action to regain footing and continue passing Reflex saves until out of the affected area. Spell lasts for 1 turn.
- 18-19** The caster summons 1d4 8' radius circles of ghostly grease at any chosen targets feet within eyesight. Chosen targets must immediately pass a Reflex save with a DC matching the total spell check to avoid falling prone. Prone targets must continue to pass a Reflex save each round to stand and remain on their feet. The spell lasts for 1 turn.
- 20-23** The caster summons 1d6 8' radius circles of ghostly grease at any chosen targets feet within eyesight. Chosen targets must immediately pass a Reflex save with a DC matching the total spell check to avoid falling prone. Prone targets must continue to pass a Reflex save each round to stand and remain on their feet. Each area of ghostly grease follows the affected targets as long they remain on the ground (flight, for example would negate the spell effect). The spell lasts for 1 turn or until dispelled by the caster.
- 24-27** The caster summons enough ghostly grease to fill a 40' area. Friends and foe alike caught in the area must immediately pass a Reflex save with a DC matching the total spell check to avoid falling prone. Prone targets must continue to pass a Reflex save each round to stand and remain on their feet. The spell lasts for 1 turn or until dispelled by the caster.
- 28-31** The caster summons enough ghostly grease to fill a 100' area. Friends and foe alike caught in the area must immediately pass a Reflex save with a DC matching the total spell check to avoid falling prone. Prone targets must continue to pass a Reflex save each round to stand and remain on their feet. The spell lasts for 1 turn or until dispelled by the caster.
- 32+** In addition to gaining the results from 28-31, the caster may manipulate the grease to cause it to clog the lungs and nasal passages of any chosen prone targets who suffer drowning damage (d6 to Stamina) unless an additional Fortitude save is passed with a DC matching the total of the spell check. Targets reaching 0 Stamina die from lack of oxygen. Spell lasts for 2 turns or until dispelled by the caster.

INSTANT CACTUS

Level: 1 **Range:** Varies **Duration:** Permanent **Casting Time:** 1 round **Save:** Special

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General: Through this incantation an occultist can point to any appropriate patch of dirt within range and call forth one or more fully grown and mature cacti. The summoned plants are the same with each casting and are otherwise normal, permanent, and firmly rooted to their location. Shifting or moving them requires a minimum of a DC 20 Strength check and the determination to suffer a good deal of damage and pain. How the manifestation of this new cactus or patch of cacti affects the situation varies with the ingenuity of the occultist, but in general this incantation can create an instant obstacle or even a substantial barrier with a powerful manifestation. The ground at the feet of an opponent can be chosen by the occultist, forcing a Reflex save to avoid damage and painful entanglement. A

failed save inflicts a minimum of 1d4 points of damage + the victim's Strength modifier. If the victim was moving at the time of contact, the impact is treated as a fall but without any broken bones. A failed Reflex save means the victim has become entangled with a cactus; holding still avoids further damage but immobilizes the victim with the threat of pain and a deep desire to not inflict further damage. Extrication from the cactus without further damage requires 2d6 rounds, a successful DC15 Reflex save, and still inflicts a -2 pain penalty on all actions until the victim can receive medical care.

Manifestation: When an occultist learns this spell, roll 1d8 to determine the type of cactus that manifests each time this spell is cast (roll 1d12+1 to determine its number of limbs): (1) Prickly Pear; (2) Organ Pipe; (3) Blue Myrtle-cactus; (4) Teddy Bear Cholla; (5) Fishhook Barrel; (6) Ocotillo; (7) Tree Cholla; (8) Saguaro.

Corruption: A spell corruption result causes one cactus of the type the occultist normally summons to sprout between their feet, no matter what the type of ground they stand upon. The occultist must succeed at a DC15 Reflex save to avoid minimum damage (1d4) and entanglement with the cactus. The cactus is also animated, angry, and won't be satisfied until it has killed or at least severely injured the fumble-fingered occultist. It has a Strength score of 18 and inflicts 1d4+3 piercing damage with every successful attack, 2d20 action dice, an initiative of +4, AC12, blindsight 60', hit points equal to 3 X those of its creator and it has the same save modifiers as the occultist that caused it to exist. The cactus has the amazing ability to move 30' per round, doesn't need to sleep, and will persist until it succeeds at killing its creator or is itself destroyed, sufficiently impeded, or detained. It draws its nourishment from another dimension, and if it succeeds at killing its creator, it will go on to become a roaming monster.

Misfire: A misfire causes the occultist to incur a permanent -1 penalty to any action roll (including the casting of this incantation) and save rolls when dealing with or trying to avoid interacting with a cactus of any kind. The penalty increases by 1 each time this corruption is rolled.

- I** Spell fails, is forgotten, and worse! Roll 1d6 modified by Luck: (0 or less) Major corruption + misfire; (1) Major corruption; (2) corruption; (3+) misfire.
- 2-10** Spell fails and is forgotten.
- 11** Spell fails, but is not forgotten.
- 12-14** The incantation calls forth one cactus of the type normally summoned by the occultist.
- 15-17** The incantation calls forth 1d3 cacti of the type normally summoned by the occultist; each additional cactus sprouts up randomly within 10' of the first.
- 18-19** The incantation calls forth 1d3+1 cacti of the type normally summoned by the occultist; each additional cactus sprouts up randomly within 15' of the first.
- 20-23** The incantation calls forth 1d5+1 cacti of the type normally summoned by the occultist; each additional cactus sprouts up where the occultist wants them, but additional cacti must be within 20' of the first.
- 24-27** The incantation calls forth a number of cacti equal to 1d7 + CL of the occultist. They are of the type normally summoned by the occultist; each additional cactus sprouts up where the occultist wants them, but additional cacti must be within 25' of the first.

- 28-29** The normal range of the incantation is doubled and it calls forth a number of cacti equal to $2d8 + CL$ of the occultist. They are of the type normally summoned by the occultist; each additional cactus sprouts up where the occultist wants them, as long as they are within the incantation's range.
- 30-31** The normal range of the incantation is doubled and the occultist calls forth enough cacti to form a number of 30' long "hedge walls" equal to their $CL + 3$. These walls of cacti are anchored and self-supporting and any damage inflicted by these cacti is increased by +1d; the DC for extrication and the lingering pain penalty are increased by 1.
- 32-33** The normal range of the incantation is tripled and the occultist calls forth enough cacti to form a number of 60' long "hedge walls" equal to their $CL + 5$. These walls of cacti are anchored and self-supporting and any damage inflicted by these cacti is increased by +2d; the DC for extrication and the lingering pain penalty are increased by 2.
- 34-35** The normal range of the incantation is tripled and the occultist calls forth enough cacti to form a number of 90' long "hedge walls" equal to their $CL + 8$. These walls of cacti are anchored and self-supporting and any damage inflicted by these cacti is increased by +3d; the DC for extrication and the lingering pain penalty are increased by 3.
- 36+** Cactus maze! The normal range of the incantation is quadrupled and the occultist calls forth enough cacti to form a maze that fits within the confines of the incantation's maximum range. The walls of cacti that form the maze are anchored and self-supporting. Any damage dice used by these cacti are increased by +3d, and the DC for extrication and the lingering pain penalty are increased by 3. The maze can have halls, doorways, defined spaces for rooms, but is open to the sky and must have at least one entrance and exit to qualify as a maze. The Intelligence check DC for victims to pick the right direction to find their way to an exit from within the maze or to find a specific point within the maze is equal to the Intelligence score of the occultist that designed the maze, + 5.

LEAD SPITTER

Level: 1 **Range:** Variable **Duration:** Varies **Casting Time:** 1 round **Save:** See below

General: The caster places a bullet in their mouth as the component for the spell as a free action, and when the spell is cast, arcane bullet(s) are spit out in much the same fashion as a gun fires a bullet.

Manifestation: Roll 1d3: (1) the bullet streaks out of the caster's mouth with a flash and bang, similar to a normal firearm; (2) the mouth of the caster temporarily morphs, taking on the form of a fleshy gun barrel, giving a comical appearance; (3) the lips of the caster burn away for the duration of the round, while bullets shoot out and accompanying spittle sizzles from contact with hot lead.

Corruption: Roll 1d3: (1) caster's saliva turns permanently black, always staining the corners of the mouth and gums; caster suffers a -1 to all interaction rolls; (2) black smoke emanates from the mouth while talking, garnering strange looks from those conversing with the caster; caster suffers a -1 to all interaction rolls; (3) caster's teeth change to resemble bullets; each time the spell is cast 1d2 teeth are permanently changed to resemble a bullet.



Misfire: Roll 1d4: (1) the bullet fizzles and sparks in the mouth doing 1 point of damage to the caster; (2) the bullet becomes hot like a red coal doing 1d3 points of damage to the caster; (3) the bullet explodes in front of the caster, covering the caster's face in soot and all actions are -2 for 1d3 rounds; (4) the caster swallows the bullet doing 1d6 damage to themselves and all actions are -2 for 1d4+1 rounds.

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- 1** Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) Major corruption + misfire; (1-2) corruption; (3+) misfire.
- 2-11** Lost. Failure.
- 12-13** The caster spits out a bullet with a range of 25/50/75. A ranged attack must be made to successfully strike the target and caster uses their Intelligence modifier + CL instead of Agility modifiers. Successful attacks inflict 1d8 damage. Critical strikes are treated normally; however, fumbles are ignored and no gun deck is used during casting.
- 14-17** The caster spits out up to two bullets with a range of 25/50/75. A ranged attack must be made to successfully strike the target and caster uses their Intelligence modifier + CL instead of Agility modifiers. Each bullet inflicts 1d8 damage. Critical strikes are treated normally; however, fumbles are ignored and no Gun deck is used during casting.
- 18-19** The caster spits out up to two bullets with a range of 35/70/140. A ranged attack must be made to successfully strike the target and caster uses their Intelligence modifier + CL instead of Agility modifiers. Each bullet inflicts 1d10 damage. Critical strikes are treated normally; however, fumbles are ignored and no Gun deck is used during casting.
- 20-23** The caster spits out up to three bullets with a range of 35/70/140. A ranged attack must be made to successfully strike the target and caster uses their Intelligence modifier + CL instead of Agility modifiers. Each bullet inflicts 1d10 damage. Critical strikes are treated normally; however, fumbles are ignored and no Gun deck is used during casting.
- 24-27** The caster spits out up to four bullets with a range of 35/70/140. A ranged attack must be made to successfully strike the target and caster uses their Intelligence modifier + CL instead of Agility modifiers. Each bullet inflicts 1d10 damage and has a secondary effect of knocking targets prone unless a DC 12 Reflex save can be passed. Critical strikes are treated normally; however, fumbles are ignored and no Gun deck is used during casting.
- 28-29** The caster sprays a 20' area within 60' with hot lead. A ranged attack must be made to successfully strike target(s) and caster uses Intelligence modifier + CL instead of Agility modifiers. Attacks are made against a straight AC 10 unless targets benefit from magical protection. Targets caught in the area of effect must pass a DC 16 Reflex save to avoid suffering 4d8 + CL damage and are knocked prone. Successfully passing the Reflex save reduces damage by half and targets are not knocked prone.
- 30+** For the next 1d4 rounds, the caster makes 2d4 ranged shots each round while remaining stationary, as bullets fire automatically from their mouth. A ranged attack must be made to successfully strike the target(s) and caster uses Intelligence modifier + CL instead of Agility modifiers. Each attack may be made at the same or different targets. Targets struck suffer 1d8 + CL damage per bullet. Ranged attacks may result in critical hits but do not fumble.

NINE LIVES

Level: 1 **Range:** Self or more **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The caster forms an arcane field of protective energy that serves as a buffer from fatal blows.

Manifestation: Roll 1d4: (1) indigo smoke pours from the caster's mouth as wispy tendrils move to protect the caster; (2) arcane energy crackles and forms around the caster, resembling medieval armor; (3) ghostly cats appear around the caster, screeching and howling in anger from being pulled from their den located in other-dimensional Ulthar; (4) caster doubles over on all fours and hacks up a shadow duplicate of themselves that helps deflect attacks.

Corruption: Roll 1d10: (0-1) caster's eyes become cat-like, granting night vision; during moments of stress, a DC 8 Will save must be passed to avoid hissing and doing nothing but cleaning oneself, much like a cat for 1d6 rounds; (2-3) caster grows a feline tail that constantly twitches and sways dependent upon their mood; (4-5) caster develops a major phobia of water and hates getting wet; (6-7) caster's hands morph into the paws of a cat, the claws inflict 1d5 damage and add +4 to climb checks; all physical actions involving handling objects are made at -1; (8-9) caster grows long white whiskers imposing a -1 to all NPC interaction rolls; trimming the whiskers causes 24 hours of vertigo, leaving the caster unable to function until they grow back 1d4 days later; (10+) caster grows a set of feline canines, gaining a bite attack (1d5 damage) and a taste for live rats; spotting a juicy morsel calls for a DC 12 Will save to avoid dropping everything and chasing the future snack.

Misfire: Roll 1d4: (1) the arcane energy summoned works against the caster granting all attacks aimed at the source of the spell a +2; (2) 1d6 angry black cats are summoned and immediately attack the caster; the cats inflict no real damage but distract the caster so much that all physical actions are made at -1d; (3) all damage absorbed is reflected into a random ally instead; (4) caster is temporarily transformed into a normal-sized black cat; while retaining hit points, all other stats are reduced accordingly; the change lasts for 1d6 rounds.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3+) misfire.

2-11 Lost. Failure.

12-13 The caster is protected by an arcane barrier that reduces all damage suffered by -1d (for example, a sword that would normally inflict 1d8 now inflicts 1d6 damage). The spell lasts for 1d4 + CL rounds.

14-17 The caster is protected by an arcane barrier that reduces all damage suffered by -2d. The spell lasts for 1d6 + CL rounds.

18-19 Nine shadowy felines appear and serve to block attacks aimed at the caster. On any successful attack, the felines leap to intercept the attack reducing damage suffered by half. Each time an attack is intercepted a cat vanishes in a poof and hiss. The spell lasts until no felines remain or 1 game turn.

20-23 Nine shadowy felines appear and serve to block attacks aimed at the caster and any ally within 10' of the caster. On any successful attack, the felines leap to intercept the attack

reducing damage suffered by half. Each time an attack is intercepted a cat vanishes in a poof and hiss. The spell lasts until no felines remain or 1 game turn.

24-27 Nine shadowy felines appear and serve to block attacks aimed at the caster and all allies within 20' of the caster. On any successful attack, the felines leap to intercept the attack reducing damage suffered by half. Each time an attack is intercepted a cat vanishes in a poof and hiss. The spell lasts until no felines remain or 1 game turn.

28-31 In addition to gaining the effects of 24-27, the caster gains the ability to cheat death. If any attack would result in reducing the caster's hp to 0, they will instead be reduced to 1hp and immediately be teleported 1d100' away in a random direction. The spell lasts for 2 turns or until all shadow cats have been used.

32+ In addition to gaining the effects of 28-31, attacks have a 50% chance of rebounding on their attacker.

OBSCURING MISTS

Level: 1 **Range:** 150' + 50'/CL **Duration:** Varies **Casting Time:** 1 round **Save:** Special

General: This incantation generates a thick and heavy mist that erupts from the center of the effect to fill the area of effect for the spell's duration. Spells with wind effects will disperse the mists in 1d4 rounds. The mist is magical by nature and blocks all vision to enemies within (but not for allies or the caster).

Manifestation: Mists appear with the sound of... Roll 1d6: (1) flatulence; (2) ghostly moans; (3) eerie organ music; (4) silvery chimes; (5) a thunderclap; (6) screams of anguish—the sounds continue periodically as the cloud replenishes itself during the spell's duration. Roll 1d8 to determine the color of the mist: (1) red; (2) orange; (3) yellow; (4) green; (5) blue; (6) indigo; (7) violet; (8) roll again every time the incantation manifests.

Corruption: Roll 1d10: (0-1) caster's eyes begin to billow a black mist that takes a demonic shape; caster is effectively blinded for 1d4 rounds, and all allies suffer a -1 to rolls due to the malevolent force in the mists; (2-3) spell will go off with a d12+5 result at some random point down the road; Judges should roll randomly for remaining encounters to determine when the mists appear; all living targets are affected, and the spell will be centered at a point that will affect the most targets; (4-5) mists are semi-sentient and cling to caster making them the center point of the spell; (6-7) caster momentarily turns into a mist for 1d10 rounds; while in mist form the caster can only drift at 10' per round; (8-9) mist is semi-sentient and angry at being pulled from the elemental realms; the mist attacks the caster each round, choking them for 1d4 temporary Stamina damage per round for 1d6 rounds, or until a DC 15 Will save can be passed; (10+) One of the caster's arms permanently transforms into a crimson mist; the appendage can be used for nothing but spellcasting.

Misfire: Roll 1d4: (1) mists are acidic to the caster and inflict 1d4 damage per round for 1d6 rounds; (2) mist takes a humanoid form and follows the caster for the next d7 days; the mist constantly tries to distract the caster causing a -1 penalty to all spell checks while the mist is present; (3) temporal phlogiston fills the area for 1d8 rounds; each round roll randomly to determine one random ally who turns into a helpless mist; mists can do nothing but drift 10' the round they're affected; (4) mist



manifests, taking the form of a squid-like head with reaching tentacles; up to 8 allies must immediately pass a DC 16 Grit check as each tentacle wraps a separate ally, including the caster; failed Grit checks result in an immediate loss in 1d6 Grit points and a Hex token as characters see what awaits them with the inevitable release of the Elder Gods.

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- I** Incantation fails and is forgotten! Roll 1d6 modified by Luck: (0 or less) Major corruption + misfire; (1) Major corruption; (2) corruption; (3+) misfire.
- 2-II** Incantation fails and is forgotten.
- 12-13** The occultist summons a mist with a volume of 10' + 5' per CL. All within the mists suffer a -2 penalty on ranged attacks or skill rolls that require sight. The mists last for 1d8 + CL rounds.
- 14-17** The occultist summons forth a mist with a volume of 20' + 10' per CL. All within the mists suffer a -4 penalty on ranged attacks or skill rolls requiring sight. The mists last for 1d10 + CL rounds.
- 18-19** The occultist summons forth a mist with a volume of 30' + 15' per CL. All within the mists suffer a -1d penalty on ranged attacks or skill rolls requiring sight. The mists last for 1d10 + CL rounds.
- 20-23** The occultist summons forth a mist with a volume of 30' + 10' per CL. All within the mists suffer a -1d penalty on ranged attacks or skill rolls requiring sight. Additionally, enemies within the mists suffer from the acidic nature of the mists with a successful DC 12 Fortitude save halving damage, otherwise targets suffer 1d6 damage each round. The mists last for 1d10 + CL rounds.
- 24-27** The occultist summons forth a mist with a volume of 40' + 10' per CL. All within the mists suffer a -1d penalty on ranged attacks or skill rolls requiring sight. Additionally, enemies within the mist suffer from the acidic nature of the mists with a successful DC 12 Fortitude save halving damage, otherwise targets suffer 1d8 damage each round. The mists last for 1d10 + CL rounds.
- 28-29** The occultist summons forth a mist with a volume of 50' + 10' per CL. All enemies in the mists suffer a -1d penalty on ranged attacks or skill rolls requiring sight. Additionally, enemies within the mist suffer from the acidic nature of the mists with a successful DC 12 Fortitude save halving damage, otherwise targets suffer 1d8 damage each round. The mists last for 1 turn.
- 30-31** Caster gains the same results found with 28-29 and can also "blink" in and out each round and move the mist by 30' a round. Blinking allows the caster to vanish and pick any spot within the mists to reappear on the following round. The mists last for 1 turn.
- 32+** Caster summons forth mist covering 1 mile per CL. The caster is linked to the mists and may listen or watch any specific point within the mist they desire. Additionally, the caster may blink to any spot where the mists touch. Blinking takes one round with the caster reappearing on the following round. All enemies suffer a -1d to actions requiring sight in addition to Will saves as they're overcome with a feeling of dread. Allies of the caster are unaffected by the mists and can communicate verbally with the caster as long as they remain in the mists. Mists last 1d3 turns.



RICOCHET

Level: 1 **Range:** Self or more **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The caster weaves a mystic barrier specifically attuned to lead and other compounds used to create ammunition. The barrier acts to repel gun shots fired at the caster, often with chaotic results.

Manifestation: Roll 1d4: (1) a shimmering field appears around the caster's form; (2) caster's skin changes to lead, improving AC by +6 and reducing movement by 20'; (3) a swarm of organic-metal wasps arrive and deflect shots fired at the caster, but they distract your allies, causing a -1 to all rolls while the spell is in effect; (4) storm clouds with charged arcane lightning form in the area above the caster as the lightning bolts strike out in response to shots fired at the caster, disintegrating the rounds in mid-air.

Corruption: Roll 1d4: (1) the field is reversed, attracting bullets, even those not aimed at the caster; if any ranged attack roll total is an odd number, the bullet strays towards the caster, calling for another attack roll to determine if the caster is struck for standard damage; (2) one of the caster's fingers turns to lead; the finger is useless and imposes a -1 penalty to all physical rolls, including spell checks that use the hand; each time this result is rolled, an additional finger is turned to lead with a cumulative -1 penalty added to the check; (3) arcane interference permeates a 30' area surrounding the caster; all firearms discharged in the area flip two cards from a Gun deck to determine misfires; (4) the electrically charged field causes all ammunition within a 30' area to spontaneously fire, causing 1d4 damage for every 5 bullets (round down) carried by those affected.

Misfire: Roll 1d4 (0-1) the field is reversed, attracting bullets, even those not aimed at the caster; if an attack roll total is an odd number the bullet strays towards the caster, calling for another attack roll to determine if the caster is struck; (2) one of the caster's fingers turns to lead; the finger is useless and imposes a -1 penalty to all physical rolls, including spell checks; each time this result is determined and an additional finger is turned to lead with a further -1 penalty added to the check; (3) arcane interference permeates a 30' area surrounding the caster; all firearms discharged in the area flip two cards in order to determine misfires; (4) A crackling field of indigo energy surrounds the caster; the first shot aimed at the caster will automatically hit, after which the field dissipates.

I Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) Major corruption + misfire; (1-2) corruption; (3+) misfire.

2-II Lost. Failure.

12-13 The first bullet in each round to successfully strike the caster is redirected at a randomly determined target, be it friend or foe. If the attack roll from the initial shot is high enough to strike the new target's AC, determine damage as normal. Any sort of ammunition for a firearm can be affected. Spell lasts 1d6 rounds.

14-17 The caster can deflect up to 1d4 bullets each round that would normally strike true. Redirected bullets potentially hit random targets, be it friend or foe. If the attack roll from the initial shot is high enough to strike the new target's AC, determine damage as normal. Any sort of ammunition for a firearm can be affected. The spell lasts 1d6 rounds.

18-19 As with 14-17 but the caster may choose the targets for any bullets deflected from the arcane



barrier. The caster must roll to strike the chosen target using any Intelligence modifier in place of any ranged attack bonus to simulate forcing their will on redirecting the bullets. The spell lasts for 1d6+CL rounds.

- 20-23** The arcane barrier will deflect the first bullet to successfully strike the caster and those directed at up to 1d4 allies chosen by the caster for each round of the spell's duration. Deflected bullets will strike a randomly determined friend or foe if the original attack roll matches or beats the new target's AC. Roll for standard damage if the deflected bullet finds its new mark. The spell lasts for 1d8 rounds.
- 24-27** As the benefits gained from 20-23, but 1d4 bullets may be deflected by each protected ally per round. The spell lasts for 1d10 rounds.
- 28-31** Caster gains the same benefits listed with 24-27, but larger weapons can be affected and redirected. Rounds up to the size of a cannonball can be redirected using the same mechanics as for bullets.
- 32+** All shots that successfully strike the caster or any ally within a 30' area are automatically redirected to new targets chosen by the caster. No attack roll is needed and any sized metal-based ammunition can be affected. The spell lasts for 1 turn.



WONDEROUS CONTRAPTIONS

ARENACEOUS BELLOWES

Level: I Range: Varies Duration: Varies Charge Time: 1 round Save: Varies

Description: The Arenaceous bellows is a contraption fashioned much like standard bellows used to fan flames with a direct blast of air. Bedlamites have modified the contraption to discharge arcane plumes of dust, dirt, and other irritants to choke and blind unsuspecting targets. These contraptions are often crafted with one or more flexible hoses running to a tank filled with all manner of “ammo.”

Manifestation: Roll 1d3: (1) the contraption chokes and sputters to life emitting small plumes of smoke from various vent ports; (2) the contraption comes to life, temporarily sucking ambient dust and dirt from the area as it prepares to fire; friends and foes suffer -1 to actions requiring sight as they are blinded by the kicked up detritus, which lasts for one round; (3) the contraption begins to glow and crackle with small streaks of electricity, providing lantern-equivalent light while active; (4) a statically charged dust particle flashes, causing small gout of flame to shoot from the bellows; on the first round of activation, the bedlamite inflicts 1d6 fire damage with a 30% chance of catching the target on fire in addition to the standard effects.

I Malfunction! The bedlamite loses control of the device, causing a random effect. Roll 1d4 modified by Luck: (1 or less) a vital hose snaps that normally feeds the bellows, sending a blast of dust, ash, and all matter of irritants into the face of the bedlamite and all within 15'; those affected must immediately pass a DC 12 Fortitude save to avoid violently coughing for 1d3 rounds (act as stunned); (2) static-charged particles ignite on the way through the bellows, causing a small explosion that engulfs the bedlamite for 2d6 damage, possibly catching them on fire (50% chance); (3) the contraption suffers from a design flaw that causes the bellows to absorb and blow ambient air with such force that the bedlamite is thrown 1d20' and suffers 1d8 damage and is knocked prone; (4) the bellows malfunctions in such a way that it creates an unearthly suction, causing any target within 10' to be knocked prone and are “sucked” 10' towards the bedlamite unless a DC 12 Reflex save is made.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 repair check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-II Failure.

12-13 The bedlamite activates the bellows and shoots a concentrated plume of choking debris into the face of one target up to 20' away. The affected target must immediately pass a Reflex save with a DC matching the total of the activation check. Failing the save sends the target into a coughing/retching fit where no actions can be taken for 1d3 rounds.

14-17 Blinding soot, dust, and debris fire up to 20' from the bellows, affecting up to 1d3 targets. Each target must immediately pass a Reflex save with a DC matching the total of the Gear check or suffer blindness in addition to a bout of violent coughing. Attackers gain a +1d



modifier to attack opponents suffering from blindness. Affected targets are also helpless for the duration of the charge, unable to do anything but cough. The charge lasts for 1d4 rounds.

- 18-19** The bedlamite increases the mixture of oxygen to give fuel to electrically charged particles. The end result sends a gout of fire up to 20' away, causing 2d6 fire damage to one chosen target. The target must spend their next action putting out the flames to avoid suffering an additional d6 damage each round as they continue to burn. The charge lasts one round.
- 20-23** The contraption rumbles to life, sending a large soot and dust-filled cloud up to 30' away. The cloud settles on 1d4 targets who must immediately pass a Reflex save with a DC matching the activation check. Failure results in each target suffering 1d3 temporary Stamina loss as they choke, in addition to becoming helpless (stunned). Affected targets must attempt to pass the save each round or suffer an additional 1d3 Stamina choking damage. Targets reaching zero Stamina die from suffocation. Escaping the cloud (making a successful save) returns lost Stamina at the rate of 1d3 per round.
- 24-27** The contraption gains the abilities listed with results 20-23 and affects up to 1d6 targets at a range of up to 40'.
- 28-29** The bedlamite increases the mixture of oxygen, giving fuel to electrically charged particles. The end result belches a fireball up to 30' away, causing 4d6 fire damage to all within a 20' area designated by the bedlamite. Targets must spend their next action putting out the flames to avoid suffering an additional 1d6 damage each round as they continue to burn.
- 30+** Dustpocalypse! The bellows activate with ultimate precision. The bedlamite arcs the bellows as it belches a cloud of soot and debris so thick the sky momentarily is darkened. The cloud can be shot up to 60', engulfing all targets caught in a 40' area. Affected targets must immediately pass a Reflex save vs. the result of the Gear check or begin coughing violently, becoming helpless, and suffering 1d4 choking damage to Stamina for each round spent in the area of effect. Reaching zero Stamina results in death from suffocation. Escaping the cloud (making a successful save) returns lost Stamina at the rate of 1d4 per round. In addition to the choking effect, targets can neither see (blind) or be seen (attacks suffer a -2d penalty) in the area of effect. The charge lasts one turn.

BULLETPROOF DUSTER

Level: 1 **Range:** Self **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

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Description: The Bulletproof Duster typically takes the form of its namesake, though more fashion-minded bedlamites often use varying patterns and material. The duster acts as a standard oilskin jacket until charged by the bedlamite. Once charged, the coat acts to protect its creator from varying degrees and types of damage.

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Manifestation: Roll 1d3: (1) the coat emits an audible hum and fills the air with the scent of ozone while the contraption is in use; (2) the bedlamite's hair stands on end as the coat is charged and emanates the raw energies of his psyche; (3) the coat begins to glow as waves of psychic energy move through the weave of the material in cryptic patterns.

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- I** The garment is overcharged, sending a wave of psychic feedback directly to the bedlamite's neural cortex. In addition to suffering d4 damage, the garment rips and no longer functions until 1d4 hours can be committed to repair with proper materials on hand. Repair: Any malfunction result requires repairing in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.
- 2-II** Failure.
- 12-13** The charge successfully activates giving the garment a life of its own as it moves to better protect the owner, offering a +4 bonus to AC. The garment remains charged for 1d8 rounds.
- 14-17** The garment begins to move with a sentient fluidity, charged with a sliver of the bedlamite's own psyche. In addition to a +4 bonus to AC, the garment will cushion the blow from falls of up to 100'. Passing the DC of the typical save from the fall results in 0 damage being taken, while failure still results in half damage. The garment remains charged for 1d10 rounds.
- 18-19** In addition to the results granted from 14-17, the garment serves to reduce all non-magical damage by -1d. The garment remains charged for 1 turn.
- 20-23** The charge momentarily releases a brilliant burst of energy temporarily blinding anyone failing to pass a Reflex save with a DC matching the bedlamite's Gear check (1d3 rounds). In addition, the garment offers a +5 bonus to AC while reducing falling damage of up to 100'. Passing the standard save vs. falling damage results in the negation of all damage, while failure still reduces damage suffered by half. In addition, any damage suffered (magical or mundane) is reduced by -1d. The garment remains charged for 1 turn.
- 24-27** Every thread of the garment begins to glow with a direct infusion of the bedlamite's inner psyche. The contraption offers a +6 bonus to AC and acts as a de-buffer for magical attacks directed at the bedlamite, offering a +6 save versus all magic-based damaging attacks. In addition, if the required save is passed, there is a 50% chance the spell will redirect on the original caster. The garment also serves to reduce falling damage (see 20-23) and reduces all damage suffered by -1d. The charge lasts for 1 turn.
- 28-29** In addition to the results gained from 24-27, the garment emits a web of psychic energy acting as a symbiotic radar attuned to the bedlamite's reflexes. The garment makes the creator immune to surprise attacks. Additionally, all attack rolls against the wearer are made at -1d as the garment stimulates the reflexes of the wearer prompting a defensive action just before the attack lands. The charge lasts for 1 turn + 1 round per CL.
- 30+** The charge pushes the contraption to its limits! As the garment comes to life, a psychic pulse erupts causing 2d6 damage and knocking prone all within 30' unless a DC 16 Reflex save can be passed. In addition, the garment offers a +6 bonus to AC and reduces all inflicted damage by -2d. The garment also serves to protect the bedlamite from magical attacks, offering a +6 save to all damaging spells and reflects any successful save back towards the original caster. The garment negates all falling damage of up to 100' and makes the wearer immune to magical missile spells. The bedlamite is also immune to surprise attacks and directed attacks upon them suffer an attack penalty of -1d on the chain. The charge lasts for 1 turn + 2 rounds per CL.

OPTICAL DISPLACER

Level: 1 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Varies

Description: Optical displacers are often designed by bedlamites who've suffered permanent eye injuries. The contraption looks and functions much like the organ it replaces, though bedlamites often alter the appearance of the eye, giving it a "signature" style. Until activated, an optical displacer works on a small trickle of reserves to allow it to function at normal optical levels.

Manifestation: Roll 1d4: (1) the contraption activates, running an internal diagnostic check while scanning the surrounding area; for one round, the eye bathes whatever the bedlamite is viewing in an unearthly glow; (2) the orbital displacer activates as microscopic gears and servo motors come to life as small mechanical legs unfurl from the center of the orb and gain purchase on the bedlamite's outer eye socket; bystanders are unnerved at the sight; (3) the "pupil" of the contraption begins to turn in a slow clockwise fashion while unraveling, much like a pinwheel in constant motion; (4) upon activation, the orbital displacer ejects from the host's eye socket, deploying clockwork wings and flaps in slow circles around the bedlamite until utilized.

I **Malfunction!** The bedlamite loses control of the device causing a random effect. Roll 1d4 modified by Luck: (1) an internal motor was improperly serviced and a vital spring gives, causing the eye to come apart, leaving the bedlamite an eye socket full of gears and springs needing removal; while under repair, the bedlamite suffers a -1d penalty to any roll requiring sight and NPC reactions (unless covered up); (2) the relay conduits between the contraption and the inventor polarizes, sending an electrical shock through the brainstem of the owner causing 1d6 damage and stuns the user for 1d3 rounds; (3) the displacer suffers a temporary overload causing a mind-altering strobe effect for one round; anyone within sight of the bedlamite must immediately pass a DC 12 Reflex save to avoid losing their next action to disorientation; (4) the contraption leaves its nesting eye socket and flies in an erratic pattern around the bedlamite firing searing hot rays of energy at random foes and allies for 1d5 rounds; roll d% to determine if friend or foe is the targeted (50/50); targets struck with the beam suffer 1d6 damage from searing heat in addition to possibly catching fire (30% chance).

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 repair check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 repair check is passed. The repair takes one full action to attempt.

12-13 **The optical displacer activates but remains nested in the eye socket of the bedlamite.** While activated, the contraption grants telescopic vision at a range of 1 mile. The displacer may instead be used to impart night vision at normal ranges. By triggering the filter mechanism, the bedlamite may opt for thermal imaging at normal range. Filters may be swapped each round for the duration of the charge. The charge lasts 1d10 + CL rounds.

14-17 **In addition to the results gained with 12-13, the bedlamite adds two additional filters.** Targets considered "invisible" can be viewed at normal range. The second filter allows the bedlamite to seek out small discrepancies, seeing unstable areas or constructions designed to remain hidden from the human eye—traps, secret doors, etc. can all be spotted by the ocular displacer. The charge lasts ten rounds.



- 18-19** The bedlamite gains access to all previously mentioned ocular filters, and the orb becomes mobile. The contraption gains the ability to fly at a rate of 15', transmitting visual data back to the cerebral cortex of the bedlamite. The ocular displacer travels quietly and gains a +6 modifier to avoid detection. Bedlamites must consider the time traveled away from the host to ensure a safe return. Should the contraption's charge end before making it safely back to "base," the eye will drop harmlessly to await retrieval, sending a locator pulse each round. The charge lasts 10 + CL rounds.
- 20-23** The contraption gains the abilities listed with 18-19 with a flight rate of 30'. The bedlamite may also trigger a new function that snaps a freeze frame of anything viewed by the contraption. The image can then be recalled by the bedlamite. Images may be magnified much like present day digital imagery. The orb may store up to ten images before reaching maximum storage capacity. The charge lasts for 10 + CL rounds.
- 24-27** The contraption gains the same abilities listed with 20-23 and flight is increased to 40'. Additionally, the optical displacer can record any event the contraption witnesses. Recording events works much like the video recorders of modern times. Events are recorded in color and include sound. Recorded events and still images may also be projected against any flat surface to be viewed. The contraption stores up to five minutes worth of motion and sound. Judges are encouraged to give a loose assessment on how much time the recorded event lasts. The charge lasts 1 turn.
- 28-29** The optical displacer gains a new filter in addition to all previously gained filters and abilities. The new "ghost-lens" gives the bedlamite the ability to peer into the spirit world. Spirits within normal eyesight may be viewed. Structures and terrain within the spirit world can also be viewed. The charge lasts 2 turns.
- 30+** Perfection! The bedlamite gains access to the rarest of filters! By switching to the "chronometer" filter, time can be "rolled" forward and backwards. This results in the inventor gaining a limited ability to view events before or after they happen. Peering into the future never guarantees what the bedlamite views will happen, but they are generally aware of things yet to come. The chronometer lens is gained in addition to all previous filters and abilities. The charge lasts 2 turns.

SERVO ARM

Level: 1 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Varies

Description: The Servo Arm often resembles an arm or appendage like device. The contraption is hard wired directly into the spine of the bedlamite, serving several functions, including repair. The Servo Arm is well equipped with a selection of tools, an arc welder, and can even weave material into springs, screws, and other parts required for a repair. The Servo Arm lowers repair times for fixing any man-made device by halving the time normally required to make the needed repair. The arc welder may also produce a flame, emitting a light the size of a candle. Should the bedlamite fall, a DC 16 Reflex save allows the Servo Arm to catch a ledge or other surface, arresting the fall.

Manifestation: Roll 1d4: (1) the Servo Arm is composed of interlocking metal plates resembling a prehensile tentacle; (2) the Servo Arm is made from brass and operates with the constant whirl of cogs



and pistons, giving the contraption a clockwork appearance; (3) The Servo Arm is composed entirely of chrome and resembles a human arm of normal proportions; (4) The contraption is a crude construction of ill-fitting parts, gears constantly grind and squeak and the arm ends in a pincer-like claw.

.....

I Malfunction! The Servo Arm has a surge of electricity which makes the arm go berserk. Roll 1d4 modified by Luck: (1 or less) the Servo Arm spasms and strikes the bedlamite for 1d3 damage; (2) the contraption begins spewing out black smoke that restricts the view of the bedlamite imposing a -2 penalty to all actions requiring sight for 1d3 rounds; (3) the Servo Arm arcs out with a flash of blinding electricity to all within 30'; anyone caught in the area of effect must immediately pass a DC12 Reflex save or suffer blindness for 1d4 rounds; (4 or more) roll twice for malfunction and apply both results.

Repair: Any malfunction result requires repair in addition to the result. Bedlamites must spend 2d4 uninterrupted hours repairing the device culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-II Failure and minor malfunction. The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes one full action to attempt.

12-14 The Servo Arm may be used to take an extra action for anything the bedlamite would normally be capable of making with one arm. The extra action is made with a d16. This includes making an extra melee attack action that inflicts 1d6 damage. The activation lasts for 1d6 rounds.

15-16 Servos whirl to life as the bedlamite uses the contraption's arc welder to shoot a large jet of flame up to 10', inflicting 1d8 fire damage to one target. Targets successfully hit have a 30% chance of catching fire and suffering an additional 1d6 damage each round until the flames are extinguished by taking a full-round action.

17-18 The bedlamite activates the contraption with the intent of using the invention to grab and crush the intended target. The arm rolls a separate attack die each round, modified by the level of the bedlamite (d20 + CL). Once the contraption makes contact, the target suffers 2d4 damage and is considered grappled. Grappled targets continue to suffer an additional 1d4 damage each round until the grapple is broken with an opposed Strength check (the arm receiving a +2). The activation lasts for 1d10 rounds.

19-21 The Servo Arm slams into the ground with a burst of arcing electricity. All within a 30' area of the bedlamite suffer 1d8 + CL in electrical damage. Additionally, each affected target must pass a DC 12 Fort save or are temporarily stunned for 1 round.

22-25 The Servo Arm's arc welder shoots out 1d3 large jets of flame up to 30', each causing 1d8 damage. The bedlamite may target one or multiple targets. Targets struck have a 50% chance of catching fire, suffering an additional d6 damage each round until a full-round action is spent to put out the flames.

26-29 The Servo Arm becomes charged with magnetized energy that attracts all incoming metal-based attacks. Bullets and melee weapons targeting the bedlamite do so with a -4 penalty to the attack roll as the magnetic energies pull the weapon towards the contraption. Metallic attacks successfully striking the bedlamite suffer a -1d penalty to damage. Additionally, any melee weapon missing the bedlamite becomes stuck to the Servo Arm, requiring a DC 16 Strength check to pull the object free. The activation lasts 1 turn.

- 30+ The contraption goes into an experimental protocol and begins shifting into an arm-sized cannon. The barrel glows from the redirection of electrical impulses as gases become super-heated. The weapon is treated as a ranged gun, using the bedlamite's ranged attack bonus as a modifier. When fired, a searing jet of flame shoots up to 60' away and strikes for 3d10 fire damage. Targets have a 50% chance of catching fire and must spend an entire full-round action to extinguish the flames or suffer an additional d6 damage each round. The activation lasts 1 turn.

WOUND STITCHER

Level: 1 Range: Self Duration: Varies Charge Time: 1 round Save: N/A

Description: The Wound Stitcher is a fist-sized mechanical contraption with many legs and numerous delicate tools, first aid supplies, and sensors. It detects a newly inflicted wound and crawls upon the user's body until the injury is located. It then begins to administer first-aid to the injury in the form of coagulants, stitching, and dressing. Higher check results allow the Wound Stitcher to stay tending to the body longer and heal more serious wounds. The Wound Stitcher may also be used on others in need of healing should the bedlamite so desire (it is designed to be used solely on its inventor; however, should the bedlamite spend one point of Luck or a Boon token the result may instead be applied to an ally).

Manifestation: Roll 1d4: (1) the Wound Stitcher resembles an arachnid that will prop itself upon the shoulder of the bedlamite; (2) the Wound Stitcher resembles an octopus with long tentacles and a bulbous head-sack containing first-aid remedies which expands and contracts like a bellow; once activated, the contraption uses its tentacles to crawl up the inventor's body looking for injuries; (3) the Wound Stitcher resembles a mechanical centipede with two probing antennae along with glowing eyes that scan the surface of the injured for repairable injuries; (4) the Wound Stitcher takes the form of a floating orb, resembling a human eyeball; the orb has several ports and compartments housing probes, syringes, and surgical tools; during an initial scan, the orb emits a warm electric blue light, which serves to analyze the nature and degree of the injury.

- 1 The Wound Stitcher malfunctions causing its legs to stiffen quickly and forcefully, causing d6 damage to the injured person being worked on. The Wound Stitcher no longer functions until it is repaired. **Repair:** Bedlamites must spend 2d4 uninterrupted hours repairing the device culminating in a DC 16 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.
- 2-11 Failure and minor malfunction. The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes one full action to attempt.
- 12-14 Once activated, it takes the Wound Stitcher 1 round to locate the owner's most recent wound. The Wound Stitcher heals 1HD worth of hit points using the bedlamites Hit Die for two consecutive rounds. The contraption can only be used successfully on a specific wound once.
- 15-16 Once activated, it takes the Wound Stitcher 1 round to locate the most recent wound. The Wound Stitcher heals 1HD worth of hit points for three rounds. The Wound Stitcher can only heal damage inflicted from the last source of damage since activation and cannot raise the bedlamite's hit points beyond the starting total.



- 17-18** Same result as check 14-16 and the Wound Stitcher administers stimulants into the bloodstream that provide +2 to all actions for 3 rounds.
- 19-21** Same result as check 17-18 and the Wound Stitcher applies fast-acting regenerative collagen into the bloodstream which allows the bedlamite to heal 1d3 hit points every round for the next 2d4 rounds. This may heal previous or new damage but is not cumulative with multiple checks of this same result. This extra healing cannot raise the bedlamite's hit points beyond their maximum.
- 22-25** The Wound Stitcher heals the bedlamite at a slower rate but will fully repair an old injury. When activated, it takes the Wound Stitcher 1 round to locate the previous damage. Every round the Wound Stitcher tends the wound, the bedlamite heals 1d4 hit points until the full amount of damage has been healed. The Wound Stitcher cannot raise hit points beyond the maximum starting number.
- 26-29** The bedlamite overcharges the Wound Stitcher causing it to actively and automatically seek out injuries over the course of 3d4 rounds. Once activated, the Wound Stitcher will tend to the last loss of hit points as per result 14-16 and then will await the possibility of additional injuries, automatically tending to lost hit points for the duration. The enhanced speed of the Wound Stitcher allows it to immediately tend wounds as well as providing +2 AC to the bedlamite for the duration of the overcharge.
- 30-32** The same result as 26-29, but the Wound Stitcher is effectively overcharged for 1 turn.
- 33+** The same result as 30-32, and the Wound Stitcher automatically stabilizes the bedlamite should they be reduced to 0 hit points during the duration. Additionally, the contraption can weave and repair limbs, systems, and organs normally considered damaged beyond repair. One limb, organ, or system can be repaired in the 1 turn the contraption remains overcharged.

APPENDIX

CHARTS & TABLES

Well, ain't love grand? Y'all wanna lie on the
ground and make snow angels together?

– *Chris Mannix, The Hateful Eight (2015)*



CRITICAL HIT CHART: BLUNT

Roll	Result
0 or less	Weapon lands with such force it inflicts maximum damage before bounding off of the target and strikes either the attacker or an ally within melee range (50% chance) for ½ damage.
1	Cheap shot to the "tenders." Target suffers +1d6 damage and is stunned for 1 round.
2	Weapon smashes the opponent's elbow, striking a nerve and causing a momentary loss of feeling. The blow inflicts +1d4 damage and causes anything carried to be dropped.
3	Blow smashes any weapon opponent may be wielding, doing an additional +1d5 damage. The target weapon must pass a DC 8 Fortitude save or is destroyed.
4	Attack lands in the mid-section, knocking the wind out of the target, inflicting +1d6 damage and causes 1d3 temporary Stamina damage each round until a DC12 Fortitude save can be made. Reaching zero Stamina results in passing out for 1 turn or until roused.
5	Opponent spins awkwardly from the blow, off balance and vulnerable, offering a +1d bonus to all attacks against them until their next action.
6	Weapon strikes low, smashing the foot of the target, breaking 1d5 toes, which inflicts +1d8 damage. Target suffers ½ movement until the broken bones heal.
7	Weapon strikes lower back, fracturing vertebrae for +1d10 damage. Target suffers -1d to all Reflex saves until magically healed or treated.
8	Target suffers maximum damage while attempting to parry the blow. In addition to the damage, they drop their weapon.
9	Hit to the spleen causes the target to vomit blood. Besides suffering +1d12 damage, the target doubles over helplessly from pain. Only a Fortitude save at DC 13 allows the target to shrug off the pain and function normally.
10	Weapon swings into the target's knee, causing a ligament to snap, inflicting +1d12 damage and knocking the target prone. Movement is halved until healed magically or treated medically.
11	Target raises their arm to block the attack and the force of the blow snaps their wrist back, breaking it, inflicting +1d12 damage. The hand is useless until bones are set or magically healed.
12	A brutal blow to the face knocks 1d4 teeth out of target's mouth, inflicting +1d10 damage, stunning them for 1d6 rounds. Target's Personality checks suffer a -2 penalty when appearance comes in to play.
13	Force of the blow inflicts +1d14 damage and spins target awkwardly on their feet, giving the attacker an opportunity for a second attack.
14	Weapon lands solidly fracturing the femur, inflicting +1d16 damage that causes internal bleeding for 1pt of damage per round until the bone is set or magically healed. Movement is halved until the bone is healed.
15	Weapon connects squarely with the target's nose, shattering it and inflicting +3d6 damage. Target loses all sense of smell until healed.



CRITICAL HIT CHART: BLUNT (CONT.)

- 16 Blow lands to the top of the target's head, inflicting +1d12 damage and splits the skin above the brow, blinding them for 1d6 rounds.
- 17 Brutal gut-shot knocks the plumbing loose, rupturing a vital organ. Weapon inflicts +1d16 damage and target bleeds internally for 1d2 damage per round until surgery or magical healing is performed.
- 18 Swing strikes the foe's windpipe for +3d8 damage. Target can only whisper until surgery or magical healing is performed.
- 19 Minor skull fracture causes +3d8 damage and knocks the target senseless. Opponents gain +1d on attack rolls for 1d10 rounds while the target is dazed.
- 20 Crushing blow to the chest causes +1d16 damage and breaks 1d6 ribs while collapsing the target's lung. Target suffers -2d to any roll involving physical activity until healed.
- 21 Weapon crushes the orbital bone, freeing target's eyeball. The attack inflicts +1d16 dmg and target loss of sight in one eye until surgery, or magically healed. All rolls requiring sight suffer a -2 penalty.
- 22 Blow connects with the spine, shattering several vertebrae. The attack inflicts +2d12 damage and a DC 15 Fortitude save must be passed to avoid paralysis until magically healed.
- 23 Blow crushes bones and snaps tendons for an additional 2d12 damage. Target permanently loses the use of an arm unless magically healed.
- 24 Blow strikes the target's face with such force that both eyes are punctured by shards of bone from their own skull, inflicting +3d12 damage. Target is permanently blinded until magically healed and suffers a -1d penalty to all rolls requiring sight.
- 25 Vicious blow to the genitalia inflicts +2d16 damage. Target is stunned for 1d6 rounds and loses the ability to reproduce until magically healed.
- 26 Blow lands on the head, cracking the target's skull and causes brain matter to leak through their nose and ears, inflicting +3d12 damage. Target's Intelligence is permanently halved and loss of memory prevents any actions requiring complex thinking until magically healed.
- 27 Blow lands low, shattering every bone and tendon in the target's foot, splitting the skin, allowing the gore to escape. Blow inflicts +3d8 damage and target becomes lame, halving movement until magically healed.
- 28 Blow shatters the target's ribcage, sending jagged bone shards into their heart. Target must immediately pass a DC 15 Fortitude save or die instantly. Passing the save means the target suffers +2d12 damage and is helpless until magically healed.
- 29 Inner organs are smashed to a fine paste, inflicting +4d12 damage as the target's bowels empty and they begin bleeding internally. Target suffers +1d4 additional damage unless magically healed.
- 30+ Target's skull explodes like a gore-filled melon. Brain matter splatters everyone in a 10' area as the target dies instantly.

CRITICAL HIT CHART: FIREARMS

Roll	Result
0 or less	Target takes full damage from the bullet and receives a -2 penalty to all rolls for the rest of the round.
1	Bullet grazes target's wrist causing the target to drop anything held (roll randomly to determine left or right). If the target is a creature, it loses one of its next attacks.
2	Bullet strikes the target's rib cage inflicting an extra 2d4 damage and stuns the target for one round.
3	Bullet pierces the target's elbow, hitting a nerve, causing a momentary loss of feeling. Bullet inflicts +3d4 damage and causes anything carried to be dropped. The arm is also useless for 1d6 rounds while the arm regains feeling. Creatures suffer +3d4 damage and lose the use of one attacking limb for 1d6 rounds.
4	Target's calf bursts in a spray of gore for +2d6 damage, knocking the target prone for one round and halving movement for 1d4 rounds.
5	Bullet passes through the target's bicep for +2d6 damage causing any ranged weapon being held (roll to see which arm is struck) to fire in a random direction, possibly striking an ally 50% of the time. Non-ranged weapons are flung 1d30' away in a random direction.
6	The target's skull catches the bullet in the temple inflicting +1d8 damage and stuns the target unless a Fortitude save can be passed using the attack roll as the target DC. Targets failing their save are stunned for 1d4 rounds.
7	Bullet strikes target's weapon hand for +1d8 damage, peeling the skin back on the knuckles and forces the target to drop anything being held. The target suffers a -1d penalty with any physical actions until the wound is treated.
8	Bullet shatters the target's collarbone doing +1d10 damage and stuns the target unless a Fortitude save is passed using the total attack roll as the target DC. Targets failing the save are stunned for 1d6 rounds.
9	Bullet passes through the target's abdomen, piercing the spleen, causing them to vomit blood. In addition to +1d12 damage, target doubles over in agony and must pass a Fortitude save at DC 13 or remain prone each round.
10	Target's kneecap shatters causing +1d12 damage, making the leg lame. Target reduces movement by 1/2 until healed.
11	Bullet grazes the target's hip sending them spinning to the ground in pain. Target suffers +1d12 damage and must remain prone for 1d4 rounds until the pain allows them to return to their feet.
12	Bullet passes through target's jaw doing +1d14 damage and forcing a DC 13 Fortitude save to avoid passing out from pain for 1d6 rounds. Target must seek medical attention to be able to eat again.
13	Bullet strikes the target in the shoulder spinning them awkwardly and causes them to land prone on their back. In addition to +1d14 damage, all attacks against them strike at +1d, and they must use their full move/action to stand up the following round.
14	Bullet ricochets inside the target's ribcage shattering 1d4 ribs and pierces a lung. Weapon inflicts +2d12 damage, and any physical action must be performed through great pain (-2d to any physical activity until healed).
15	Target screams as their ear explodes in a puff of crimson mist. Target suffers +2d8 damage and -1d to any physical actions as blood fills the open wound, throwing the target off balance. Target also suffers -2 to any reaction rolls due to horrific scarring.



CRITICAL HIT CHART: FIREARMS (CONT.)

- 16 Bullet ricochets off the top of the target's head, splitting the skin above their brow. Weapon inflicts +2d12 damage and causes blindness as blood continually runs into their eyes for 1d8 rounds.
- 17 Bone and tendon explode in a spray of gore as the target's hand is destroyed (roll randomly for left or right). Anything held is dropped, and the attack inflicts +3d6 damage in addition to losing the use of their hand.
- 18 Bullet opens up the lower abdomen allowing vital organs to spill out, inflicting +2d12 damage. One hand must be used to keep their vitals from dropping to the ground as they begin to bleed out for 1d2 damage per round until surgery or magical healing can be performed.
- 19 Bullet penetrates both of the target's cheeks leaving them with a mangled countenance. They suffer +3d6 damage and a further 1d2 bleeding damage for 1d8 rounds or until they are treated. Target has a hard time eating without food spilling out, and their speech is slurred.
- 20 Bullet slices through the target's windpipe opening a hole that emits a sickening wet whistling sound with each breath. Attack inflicts +3d8 damage and they are stunned for 1d4 rounds in addition to losing the capability to speak until treated.
- 21 Bullet disintegrates the target's nose inflicting +3d8 damage. Their nose is permanently lost, sending them into shock for 1d6 rounds. They are permanently disfigured until magically healed and suffer -1d to all interaction rolls.
- 22 Target's eye explodes in a thick crimson yolk as the bullet lodges in the orbital socket of their skull. They suffer +3d8 damage and lose sight in one eye (-2 to all rolls requiring sight).
- 23 Bullet enters the target's chest passing vital organs and lodging in the spine. In addition to +3d8 damage, they must pass a DC 15 Fortitude save or become permanently paralyzed until magically healed.
- 24 Bullet embeds in target's shoulder inflicting +4d6 damage, and the arm becomes useless until surgery or magical healing is performed.
- 25 Target's mouth explodes as the bullet shatters 1d8 teeth and lodges in the back of the throat inflicting +3d8 damage. They continue to bleed from the wound suffering 1 point of damage for 1d6 rounds. Additionally, they must pass a DC 10 Fortitude save or gag on their own blood for 1d6 rounds. While choking, they suffer -1d to all actions.
- 26 Bullet enters the target's gut and pierces several vital organs before coming to rest in their liver. In addition to suffering +3d8 damage, they must pass a DC 14 Fortitude save to avoid passing out for 1d6 rounds. Target continues to take 1d3 damage a round as they bleed out and only stops when professional or magical healing can be administered.
- 27 Target's femur is shattered as the bullet pierces the artery. They suffer +3d12 damage and drop prone. Target continues to bleed for 1d3 damage per round until the injury is treated professionally or magically.
- 28 A major artery in the heart is clipped causing a spray of blood to pour from the wound with every beat. Target suffers +3d12 damage and must pass a DC 15 Fortitude save or bleed out. Passing the save inflicts 1d3 bleeding damage per round unless pressure is held or wound is professionally or magically treated.
- 29 Bullet shatters the target's sternum, piercing the heart, as they are knocked off of their feet, blood jetting out of the wound in rhythm with their beating heart. The only action they can take is to gasp as life vacates their body. Death claims them in 1 round X their current level unless magical healing can be given.
- 30+ A silver dollar sized hole ventilates the target's skull as a mist of gore and bone spray the area immediately behind the blow. The target's last sight is of the smoking barrel of the gun that put an early end to their life. They are killed instantly.

CRITICAL HIT CHART: PIERCING

Roll	Result
0 or less	Target takes full damage from the attack and receives a -1d penalty to all rolls for the rest of the round.
1	Target dodges awkwardly, falling prone. All additional attacks strike at +1d and the target must use their full move/action to stand up the following round.
2	Swing strikes target's weapon for +1d8 damage and causes them to drop it. If they have no weapon, the attack causes +1d8 damage and stuns the target for one round.
3	Blow strikes with such force that the target is slammed into an adjacent foe within 5' doing normal damage +1d6 to the other target. Should another foe not be in range, the target is spun awkwardly and is left open for a bonus attack.
4	Penetrating blow to the target's calf causes them to fall prone and attack does +1d8 damage. The target's leg must be treated or they suffer -5' to movement.
5	A vicious downward swing severs 1d4 toes from the target's foot inflicting +1d3 damage per toe, and their movement is halved until treated.
6	The target's hand is pierced, striking a vital nerve bundle. In addition to +1d8 damage the hand is useless for 1d4 rounds until sensation returns.
7	A vicious blow to the mouth knocks 1d6 teeth out and inflicts +1d10 damage. Target must pass a DC 12 fortitude save or become stunned for 1d4 rounds in addition to suffering a -1d penalty to reaction rolls.
8	Attack pierces the target's forearm (roll randomly to determine which arm) and the weapon must be pulled free with a DC 8 Strength check. The attack inflicts +1d10 damage and the target suffers a -2 penalty when attacking with the affected limb until treated.
9	Blow lands in the midsection with a sickening sound, slightly puncturing an organ for +1d12 damage as blood is vomited and the target bleeds out for 1d2 damage for 1d6 rounds.
10	Attack hooks target's kneecap ripping it free and causing +1d14 damage. Target falls prone and finds their movement halved until treated.
11	Target's hand catches the blow in an attempt to block the attack. In addition to suffering an additional +1d12 damage, the target is spun off balance offering the attacker a bonus attack at +2 to hit.
12	The attack rips down into opponents back, rending flesh and snapping bone for an additional +3d8 damage. Target must immediately pass a DC 13 Fortitude save to avoid having movement permanently reduced by 5' unless magically healed.
13	Attack impales the shoulder region for an additional +2d10 damage. If the source of the attack was an actual weapon, it is considered stuck, further inflicting 1d8 damage per round that the weapon remains in the wound. Additionally, the target can be "steered" into oncoming attacks from allies. Allies gain a +1d attack bonus until a DC 13 Reflex save can be made and the target uses a standard action to remove the weapon.
14	A vicious strike punctures the target's eyeball causing it to explode in horrific fashion. The orb explodes in a crimson yolk. Attack inflicts +3d6 damage and target is permanently blind in one eye (-2 to all physical skills requiring sight) unless magical healing can be administered.
15	Target's foot is impaled, shattering tendon and bone as the weapon drives into the ground inflicting an additional +3d6 damage. Additionally, the weapon pins the target to the spot until the weapon is removed by making a DC 12 Strength check. While pinned to the ground, allies gain a +1d bonus to attack rolls. Once free, the target suffers a -5' to movement until treated.
16	The attack strikes the back of the target's head, puncturing the skull and spilling brain. The attack inflicts +3d8 damage and target's Intelligence is reduced by 1d4. Additionally, the attacker must pass a DC 8 Strength check to remove the weapon.



CRITICAL HIT CHART: PIERCING (CONT.)

- 17 Blow hits with such force that the target is knocked prone and pinned to the ground. Weapon inflicts +3d8 damage and immobilizes target until a DC 13 Strength check is passed by someone other than the target to remove the weapon.
- 18 Lucky attack punctures the neck, piercing the carotid artery, causing blood to spray with each beat of the heart. Target suffers +2d8 damage and bleeds out for an additional 1d3 damage unless pressure is held or wound is treated.
- 19 Vicious blow penetrates both of target's cheeks, leaving a large hole in each. The target suffers +2d8 damage and continues to bleed out for 1d2 damage for 1d6 rounds. Target is left with horrible scarring and slurred speech in addition to having difficulties keeping food in their mouth until magically healed.
- 20 Blow penetrates target's arm, destroying muscle and tendon while severing vital nerves. Target suffers +2d12 damage and permanently loses the use of the arm until treated.
- 21 A strike to the sternum breaks away 1d6 ribs causing +3d6 damage and unbearable pain. Target must pass a DC 13 Fortitude save each round or do nothing but wince in agony. For the next 1d12 days the target suffers a -1d penalty to all rolls as the wound heals.
- 22 The attack lands against the femur, shattering it as the femoral artery pumps jets of crimson into both target and attacker's face. Target suffers +3d12 damage and continues to bleed out for 1d3 damage until stabilized. Movement is permanently reduced by 5' until magically healed.
- 23 With a downward swing, weapon rakes targets spine, embedding in vertebrae, severing nerves. Weapon inflicts +3d12 damage and the target must pass a DC 14 Fortitude save or lose the use of their legs until magical healing can be administered. Additionally, the weapon is stuck and must be wrenched free by making a DC 10 Strength check.
- 24 A sickening pop can be heard, followed by a scream as gore explodes from target's face. Attack strikes at the temple, traveling through both eyeballs, destroying them along with a large portion of the face. The attack inflicts +4d8 damage and the target must pass a DC 14 Fortitude save or pass out for 1d6 rounds. Target is permanently blinded until magical healing can be administered.
- 25 Strike targets the "tenders" of the foe, essentially ruining any future attempts at reproducing. Attack inflicts +4d10 damage and the target must pass a DC 14 Fortitude save to avoid going into shock for 1d10 rounds.
- 26 Strike ruptures the target's bladder inflicting +4d8 damage and a DC 13 Fortitude save must be passed to avoid passing out for 1d10 rounds. Target must receive surgery or magical healing or lose 1d4 Stamina points per day before dying of infection.
- 27 Attack catches the lower portion of the jaw ripping the mandible free from the target's face. The horrific wound inflicts an additional +3d12 damage and the target must pass a DC 15 Fortitude save to avoid going into shock (effectively helpless). Target is incapable of speech and must receive magical healing or die a slow painful death due to infection and starvation. The target loses 1 Stamina point per day until zero is reached, signifying death.
- 28 A major artery of the heart is pierced by the attack sending sprays of crimson from the wound with each beat. Target suffers an additional +4d12 damage and must immediately pass a DC 14 Fortitude save to avoid instant death.
- 29 A wasted breath escapes from the chest wound as the lung is punctured. Target suffers +4d12 damage and loses the use of the lung causing all physical rolls to be made at -2d. Target must receive immediate magical healing (see rules for bleeding out) to avoid death within one round per point of Stamina.
- 30+ The attack lands true to the front of the target's skull, piercing it in such a way that the momentum catches it and jerks it free from the spinal column. Target shudders and falls to the ground twitching as their final breaths escape from their lungs. Death is instantaneous.

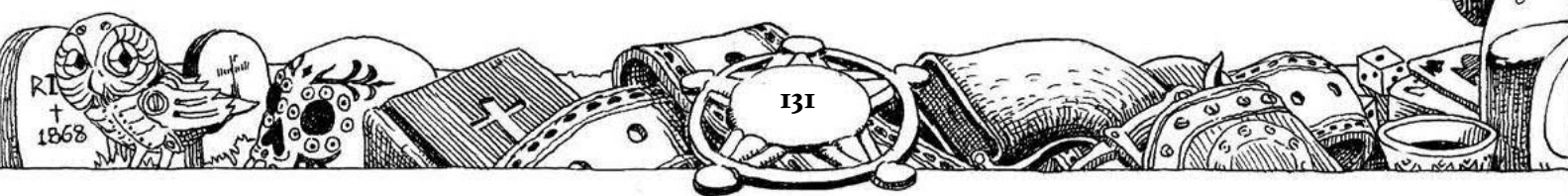
CRITICAL HIT CHART: SLASHING

Roll	Result
0 or less	The weapon strikes true but is partially reflected back onto the attacker. Weapon inflicts maximum damage on the target while the attacker receives normal damage for the weapon with no strength modifiers.
1	The skin on the target's knuckles on one hand (roll randomly to determine hand) is gashed. Target suffers +1d6 damage and drops whatever they are holding.
2	Wicked slash to the forehead! The wound opens up inflicting +2d4 damage and causes blindness for 1d4 rounds as blood streams down into the eyes.
3	Target blocks blow awkwardly, leaving themselves off balance and open for an additional attack.
4	The attack slashes the stomach region, cutting a deep wound that invites a splattering of gore at the target's feet. The wound inflicts +1d6 damage and you gain +4 to your next attack against the target as they slip in their own blood.
5	A shallow but vicious slash momentarily takes target to one knee. Target suffers +1d8 damage and must use their next full action to rise.
6	Target blocks the attack sacrificing its forearm to spare the vitals. A deep gash slices to the bone inflicting +2d6 damage. Anything held is dropped and pressure must be applied for the next 1d4 rounds to avoid suffering 1d2 bleed damage.
7	The target slips as they try to side step the attack, leaving their back open to a wicked strike. The deep cut severs a muscle in the back inflicting an additional +1d10 damage. Additionally, the target suffers -1d to all physical actions for 1d3 days or until healing can be administered.
8	Attack severs 1d5 fingers from target's hand (roll to determine which hand) as they instinctively throw a hand up to protect their face. Target suffers +1d3 damage per finger lost and suffers -1 to all actions taken with the hand for each finger lost. If all five are severed, the hand is useless until magically healed.
9	A cut to the thigh slices deep, leaving the weapon embedded in the femur. Blow causes +1d12 damage and opponent drops to one knee until weapon is pulled free (DC 10 Strength check). Once pulled free, target suffers 1d3 damage each round from bleeding until stabilized or treated.
10	Target screams in agony as their nose is sliced off in a spray of gore. The nose lands 10' away and the target takes an additional +1d12 damage. Pressure must be applied for 6 rounds to avoid an additional 1d3 bleed damage per round. Unless the nose can be reattached, target suffers -3 to all reaction rolls due to their horrific appearance and strange whistling sounds heard when breaths are taken.
11	A solid swing cleaves through the lower jaw ripping it free from the skull inflicting an additional +1d14 damage and forcing a DC 15 Fortitude save to avoid passing out from pain for 1 turn. Target is incapable of speech and must receive magical healing or die a slow painful death due to infection and starvation, losing 1 point of Stamina per day until zero is reached signifying death.
12	One of the target's ears is cleanly sliced from their head. Target suffers +2d8 damage and suffers -1d to any physical actions as blood fills the open wound, throwing the target off balance. Target also suffers -2 to any reaction rolls due to horrific scar.
13	Attack severs one of the target's hands (roll to determine which one) doing an extra 2d8 damage and the wound continues to bleed out for 1d2 damage for 6 rounds unless pressure is applied. The hand can only be reattached by magical healing.
14	A lucky attack slices across the face of target leaving a deep wound and gouging open an eyeball. The target suffers +3d6 damage and loses the use of one eye (-2 to all physical based rolls) unless magically healed.
15	Weapon slashes the back of target's leg, severing tendons and arteries, knocking the target prone. Attack causes +3d6 damage and continues to bleed for 1d4 damage for 6 rounds unless pressure is applied. Movement suffers a -5' penalty until treated.



CRITICAL HIT CHART: SLASHING (CONT.)

- 16 Blow cuts a deep chunk from target's shoulder severing both artery and ligament. Attack does +2d12 damage and a further 1d4 bleed damage for 1d6 rounds unless pressure is applied. Arm is rendered useless until treated.
- 17 Abdomen is slashed deeply, slicing into a vital organ. The target suffers +2d12 damage and an additional 1d3 damage from bleeding out each round for 6 rounds. Target must also pass a DC 13 Fortitude save or lose consciousness for 1d8 rounds.
- 18 A solid attack cleaves into the upper torso of the target, snapping the clavicle. The attack inflicts +3d8 damage in addition to causing the target sickening pain. The target suffers a -1d penalty to any physical actions until treated.
- 19 Target is effectively scalped as the strike peels back the thin layer of skin covering the skull. The attack inflicts +2d10 damage and continues to inflict an additional 1d3 damage from bleeding out each round for 6 rounds, or until stabilized. Target suffers a permanent -3 to all reaction rolls due to the wicked scar and lack of hair.
- 20 Target throws a hand up to block a potentially fatal blow but in the process the forearm (roll to determine which arm) is split down to the fingers in gruesome fashion. The attack inflicts +2d12 damage and the target must pass a DC 15 Fortitude save to avoid passing out for 1 turn. Until treated, all physical actions with the arm suffer a -1d penalty.
- 21 Horrific slash to the face severs their upper lip and gouges 1d8 teeth out. Target suffers +2d12 damage and continues to bleed out for 1d2 damage unless pressure is applied for 6 rounds. Target suffers a permanent -4 to all reaction rolls due to the grisly scar due and missing teeth.
- 22 A slash to the back cuts deep into the spine, severing the spinal cord. Target suffers +3d10 damage and the target must pass a DC 14 Fortitude save or suffer nerve damage that affects all reflexive actions. Target loses 3d6 Agility points until magically healed.
- 23 A sickening spray of gore covers the ground as the target's leg is severed just above the knee. The attack inflicts +2d12 damage and an additional 1d3 damage from bleeding out each round unless pressure is held on the wound. Target must pass a DC 14 Fortitude save to avoid shock (treat as unconscious). The leg is lost and movement is halved unless magical healing can be administered.
- 24 The target screams in agony as the attack severs their arm just above the elbow (roll to determine which arm) and the attack inflicts +2d12 damage with an additional 1d3 damage each round from bleeding out unless pressure is applied. The arm is lost unless magical healing can be administered.
- 25 A well-aimed slash severs the carotid artery in the neck, causing a hot spray of crimson to gush with each beat of the heart. The attack inflicts +3d8 damage plus an additional 1d3 in bleed damage each round unless pressure is applied to the wound and will continue until treated.
- 26 The attack splits the target's skull, severing the part of the brain responsible for memory. In addition to suffering +3d12 damage. The target's Intelligence is permanently reduced by 3d6 to represent the loss of mental capacity.
- 27 The weapon swings low, claiming one of the targets feet at the ankle. The attack inflicts +3d8 damage, knocking the target prone. Movement is halved until magical healing can be administered; however, with the use of a prosthetic movement is only reduced by -10'.
- 28 A devastating cut bypasses vertebrae slicing deeply into the spinal cord. The target suffers +3d12 damage and must immediately pass a DC 15 Fortitude save or suffer permanent paralysis until magical healing can be administered.
- 29 The weapon opens the targets abdomen, spilling their innards to the ground. In addition to suffering +4d10 damage, the target must immediately pass a DC 15 Fortitude save to avoid bleeding out. If passed, the target can do nothing but hold their innards in until treated.
- 30+ A gush of blood jets into the air from the place the target's head used to rest. Decapitation results in instant death.



CRITICAL HIT CHART: WRESTLING

Roll	Result*
0 or less	You get caught up in your signature move not thinking about the safety of allies. Foe is hit for +1d8 damage, and the ally nearest them is also hit by a rebounding blow for 1d4 damage.
1	The skin on the target's knuckles on one hand is peeled back. Target suffers +1d6 damage and drops whatever they are holding.
2	Bell clap! You strike with two open-palm strikes targeting the target's ears. In addition to +2d4 damage, the target is deafened for 1d4 rounds (-1d to all actions).
3	Grab and jab! You twist target's weapon out of their hand, throwing it 10' away and staggers them back 10'.
4	Knife chop! Wrestler strikes a major artery in the neck, temporarily disrupting blood flow to the target's brain. The attack inflicts +1d6 damage and the target must pass a DC 12 Fortitude save or pass out for 1d2 rounds.
5	Elbow Smash! Wrestler lands an elbow to the target's temple area temporarily stunning them. In addition to standard damage the wrestler may make an additional attack.
6	Heel stomp! Wrestler leaps into the air focusing all of their weight into a heel stomp that connects with the target's foot. 1d5 toes are broken and target suffers +1d8 damage in addition to being unable to walk for 1d4 rounds.
7	Suplex! Wrestler lifts target high into the air before driving them down, back first onto the ground, fracturing vertebrae. Attack inflicts +1d10 damage and the target suffers -1d to all Reflex saves for 48 hours.
8	Nose jam! With an upward strike the wrestler breaks and forces the nasal bones back into the brain for +1d10 damage. Target suffers -3 to all reaction rolls due to horrific appearance of a caved in nose.
9	Kidney thief! Wrestler catches target in a vulnerable position, directing a powerful strike to a kidney. The attack inflicts +1d12 damage and the target must pass a DC 13 Fortitude save or pass out from the pain for 1d4 rounds.
10	Flying knee kick! Wrestler leaps high into the air, spinning 360 degrees before landing a powerful kick to the target's knee. In addition to +1d12 damage, target drops to one knee as the kneecap is dislocated. Target suffers a -1d penalty to all physical actions until the injury is treated.
11	Clothesline! The attack breaks the jaw of the target doing +1d14 damage and forces a DC 13 Fortitude save to avoid passing out from pain for 1d6 rounds. Target must seek medical attention to have the mandible reattached.
12	Ear twister! The wrestler puts enough pressure on his pull to rip the target's ear off. Target suffers +2d8 damage and suffers -1d to any physical actions as blood fills the open wound, throwing the target off balance. Target also suffers -2 to any reaction rolls due to the horrific scar.
13	Body slam! Target's shoulder is dislocated for +3d6 damage and the arm dangles useless until treatment can be provided.
14	Eye plucker! Wrestler strikes the target's eye with a rigid finger, plunging and hooking the organ free of the skull. Target suffers +1d16 damage and loses the use of one eye (-2 to all physical based rolls) unless magically treated.
15	Pile driver! Target is swept up, vertically upside down, before being driven head first into the ground. Target suffers +1d16 damage and must pass a DC 13 Fortitude save or become paralyzed for 1d3 days.
16	Pipe crusher! Target is struck directly in the trachea, crushing the windpipe. The attack inflicts +1d14 damage and the target suffers -2d to any physical actions until treated.
17	Flying kick! Launching into the air, the wrestler lands a heel to the target's mouth, knocking 1d8 teeth out and causing them to bite through their tongue. Attack inflicts +2d12 damage and the

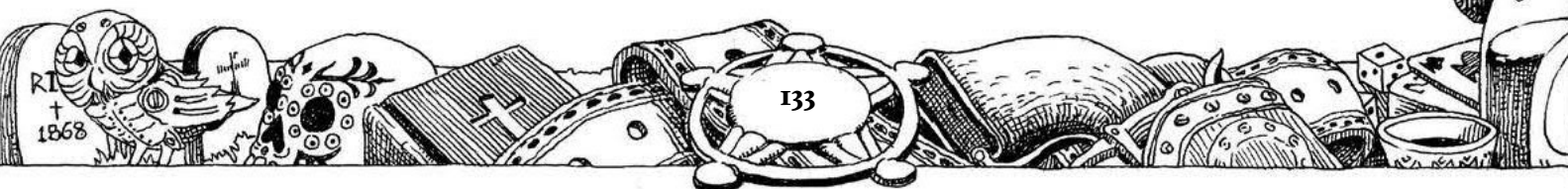


CRITICAL HIT CHART: WRESTLING (CONT.)

target continues to bleed for 1d2 damage each round for 1d6 rounds. Target has a hard time talking unless the tongue can be reattached.

- 18 Tomahawk chop! Wrestler cleaves into the upper chest of target, snapping the clavicle. Attack inflicts +3d8 damage in addition to the sickening pain. Target is -1d to any physical actions until treated.
- 19 Skull peeler! Target is effectively scalped as wrestler digs their nails into the skin of the target's forehead, peeling back the thin layer covering the skull. Attack inflicts +2d10 damage and the target continues to suffer 1d4 in bleed damage each round for 1d6 rounds until stabilized. Target suffers a permanent -3 to all reaction rolls due to wicked scar.
- 20 Arm breaker! Wrestler catches the target's arm in a crushing hold, snapping it like a twig. The attack inflicts +2d12 damage and the target must pass a DC 14 Fortitude save to avoid passing out. Target also loses the use of their arm until treated.
- 21 Flying leg lariat! Launching into the air, the wrestler locks legs around the target's neck and slams them down to the ground. Attack inflicts +3d12 damage and the target must pass a DC 12 Fortitude save or suffer spinal damage and partial paralysis resulting in a loss of 2d6 Agility points.
- 22 Supernatural elbow drop! Wrestler leaps high into the air, coming down directly on target's leg. Target's femur shatters as the femoral artery sprays gore in both target and wrestler's face. Target suffers +3d12 damage and continues to bleed for 1d3 damage each round until stabilized, in addition to being unable to stand.
- 23 Nut buster! A forceful knee to the genitalia explodes the area for +4d6 damage. Target is stunned for 1d8 rounds and loses the ability to reproduce.
- 24 Flying knee strike! Wrestler launches high into the air, planting a knee in the center of the target's sternum, crushing their ribcage. In addition to +3d12 damage, the target must pass a DC 15 Fortitude save or have both lungs collapse. Once collapsed, the target suffers 1d4 Stamina damage each round until Stamina zero is reached, meaning death. Only magical healing may be administered.
- 25 Raven claw! Wrestler rakes and severs the carotid artery causing a spout of blood to spray with each heartbeat. Attack inflicts +3d8 damage plus an additional 1d3 in bleed damage each round unless pressure is applied to the wound or healed.
- 26 Ultimate skull crusher! Wrestler flips the target upside down vertically before slamming them down head first, causing the spine to plunge through the base of the skull into the brain. Attack inflicts +3d12 damage and the target's Intelligence is reduced by 3d6.
- 27 Breath taker! Wrestler launches into the air landing a crushing hold on target's windpipe, crushing it instantly. Target must pass a DC 15 Fortitude save or die a slow painful death as they struggle for breath, taking 1d6 stamina damage each round until Stamina zero is reached and death occurs.
- 28 Spine cracker! Wrestler lifts the target high over head and drops to their knees, shattering target's spine over the shoulders of the wrestler. Target takes +3d12 damage and must immediately pass a DC 15 Fortitude save or suffer permanent paralysis. Only magical healing can repair the damage.
- 29 Casket plant! Wrestler slams target to the ground before launching high into the air and planting both heels into the gut of the target, rupturing several vital organs. In addition to +4d12 damage, the target must immediately pass a DC 16 Fortitude save or bleed out instantaneously. Passing the save means bleeding 1d4 damage each round until treated.
- 30+ Spine ripper! Wrestler flips the target to the ground, momentarily stunning them. The wrestler then twists and pulls with such force that the target's head and spine are ripped from their body in a bloody display of gore. Target is slain instantly.

**Luchadores declaring a signature move may either take the result rolled on the Critical Hit chart or opt to keep their declared move, in which case double all damage dice rolled in addition to the duration of any special effects.*





FUMBLE CHART: MELEE

Roll	Result
0-1	The attack goes wild, causing a momentary loss of balance, giving opponents a +1d to attack rolls until your next action.
2	The attack goes horribly wrong as you slip or trip on something overlooked on the ground. You must pass a DC 12 Reflex save to avoid landing prone in addition to giving all enemies a +1d attack bonus until your next action.
3	Sweat from your hand or perhaps the blood of your enemy from a previous attack causes your weapon to fly from your hand 1d20' away. If the weapon is a natural attack, such as a claw, assume the attacker twists awkwardly, causing momentary numbness as the limb becomes useless until a DC 10 Fortitude save can be passed.
4	Blood or sweat enters your eyes or perhaps your target kicks dirt up at the wrong moment. You're temporarily blinded and suffer a -4 to attack rolls for 1d4 rounds.
5	You slip on something as you swing, causing the attack to go wild and strike a fellow ally also engaged in melee (combat is considered abstract, thus any friendly participating in melee may be affected). Use the same rules for firing into melee to determine the results of the fumble.
6	The attack strikes a well-defended area of the target. Weapons must immediately pass a DC 13 Fortitude save to avoid being broken (DC 15 to repair). In the case of a natural weapon (claw, bite, etc.) the attacker suffers damage equal to the attack.
7	The attack misses wildly giving the target confidence in knowing they're superior in prowess. The remainder of the encounter grants a +1d bonus to attack rolls against you.
8	Your weapon strikes something other than the target, causing it to not only break but damages your attacking hand as well. In addition to the destruction of the weapon, the attacker suffers the normal damage of the weapon -1d.
9	You over-commit to your attack and miss badly, slipping into melee range of the next ally to attack (ranged or melee). The next attack that misses the original target automatically strikes you instead for normal damage.
10	Attacker twists the wrong way during the attack, pulling a muscle in their groin. The pain momentarily stuns the attacker for 1d4 rounds in addition to falling prone.
11	The fierce nature of your opponent is so intimidating that the attacker must withdraw on their next action and redirect their attack on a different target or withdraw and flee if no additional target is available.
12	Your attack lands weakly and becomes stuck, whether in your own gear or your targets or possibly a terrain feature. The attacker is considered entangled until a DC 12 Reflex save can be passed. While entangled all attacks that miss follow the firing into combat rules (even melee attacks) and can potentially strike the original attacker.
13	The attacker is left wide open, granting a fierce flurry of blows to which they may only try and deflect. The enemy immediately gains a bonus attack and may continue making bonus attacks as long as each lands successfully, up to a maximum of 6.



FUMBLE CHART: MELEE (CONT.)

- 14 The attack is somehow reversed by the defender and used to inflict a critical hit upon the attacker! In addition to inflicting normal damage, roll 1d8 and consult the appropriate Critical Hit chart.
- 15 The attack is anticipated in a way that leaves them standing in awe as the weapon is taken by the defender and used against the attacker as a free bonus attack. The target must have a free hand to take the weapon and make the attack or may drop held item(s), otherwise the weapon is thrown 1d20'. Attacks made with natural weapons should reroll on the chart.
- 16 The attack is so mistimed that it strikes a random ally with such accuracy that a new attack roll is unnecessary and inflicts +1d damage.
- 17 The attack is blocked so effectively it causes the attacking limb to break with a sickening snap! Attacker suffers 1d12 damage and the limb is useless until treated. Additionally, if a weapon was used during the attack it is thrown 1d20' away.
- 18 Attacker slips on something or trips, landing prone on the weapon in such a way that normal damage is suffered (no Strength modifier) and a critical hit is scored (roll the attackers crit die).
- 19 The attack is rendered useless and the attacking limb is held, allowing the defender to maneuver the attacker so that all enemy attacks gain a +1d to both attack and damage rolls until the defender releases the limb or the original attacker passes a DC 13 Reflex save.
- 20 Lady Calamity has been waiting for this moment! You face a superior foe(s) and they delightfully sense your imminent demise. You are "gifted" one Hex token for every additional attack you miss for the next 10 rounds.
- 21 The defender has faced and defeated the attacker in a past life. Every move seems to be telegraphed and countered, while the attacker's defenses seem useless. For the duration of the encounter, the original attackers AC is reduced by -4 and attack rolls suffer -1d.
- 22 The attacker has a split-second vision causing the attack to miss, as the attacker is overwhelmed by seeing their fate sealed instead of the threat at hand. The attacker must spend their next action running directly away from the source of the fumble, giving it a free attack. Should the attacker survive the encounter, they're left with a permanent minor phobia related to the encounter.
- 23 Your attack is horribly off mark and catches an ally off guard at the worst possible moment. Your attack lands on the ally and scores an automatic critical result. For the duration of the melee you're troubled by your action, suffering a -1d to both attack and damage rolls.
- 24 Lady Calamity has had her eye on the attacker for some time and wants to make certain their meddling in her plans ends today. Instead of earning one Hex token for the fumble, they gain 1d4+1 Hex tokens. In addition, the attacker's weapon is jerked mysteriously from their hand (if appropriate) and scatters 1d20' away.
- 25+ Lady Luck has turned her attention to the attacker's opponent, seeing them as playing an important part in some future event. She grants 1d4 temporary Boons to the adversary to be used against the original attacker and the critical hit range threshold is increased by one with each successful strike the opponent lands against the original attacker only.





FUMBLE CHART: RANGED

Roll	Result
0-1	Attacker's weapon slips slightly in their hand! The attack not only misses, but the following attack is made with a -1d penalty on the attack roll.
2	Something on the ground causes the attacker to slip or trip, throwing the attack off and wasting the shot. Additionally, the attacker must immediately pass a DC 10 Reflex save to avoid falling prone.
3	Perhaps the sun or maybe a reflective light of some sort causes the shot to drift from the target. The attack not only misses, but the attacker continues to see spots for the next 1d3 rounds, causing a -2 penalty to attack rolls while in effect.
4	Your weapon malfunctions (bow string breaks, axe head flies off the shaft, etc.) and must be tend to it before it can be used again. Your attack is lost and the affected weapon must be repaired with a DC 8 skill check. Magical weapons lower the DC by one for each +1.
5	The shot ricochets, potentially rebounding towards the attacker! Make a second attack without ranged modifiers against the attackers AC. Success results in standard damage for the weapon.
6	The attack is poorly aimed and made strikes a random ally for standard damage. No additional attack roll is needed.
7	The attack blunders as the attacker drops the weapon used to make the attack. The weapon is dropped and must be picked up by spending the next available action and may not be used on the round it is retrieved.
8	The attack strikes the target but in an area that causes no damage, instead invoking the anger of the target and directing their next attack on the attacker with a +1d bonus.
9	Sweat or blood from the attacker trickles into their eyes just as the attack is made, blurring their vision until they can wipe their eyes clear using a standard action with a free hand. Additional attacks suffer a -1d penalty until this can happen.
10	The attack is knocked wild by an ally engaged in melee, or perhaps due to slipping on something lying on the ground. The attack not only strikes an ally but stuns them for 1d3 rounds as they have suffered a wound from the hands of a trusted friend.
11	The weapon malfunctions or you slip during the process of release, hitting yourself. No roll is required and you suffer the normal damage of the weapon.
12	Attacker slips and falls prone as they move to gain a better vantage point. Bows must pass a DC 10 save to avoid breaking, while thrown weapons cause their unmodified damage to the attacker. The attacker is left prone until they take an action to stand.
13	The attack goes wide and leaves the attacker open for a bonus charge attack from the target. The target must have a direct path to the attacker and be within normal movement range. The charge attack is made at a +2, but leaves the charger at a -2 to AC for the remainder of the round.



FUMBLE CHART: RANGED (CONT.)

- 14 The attacker is caught by a target with supernatural reflexes. They snap the arrow/thrown weapon in half while piercing you with a doom-tinged glare. The attacker is intimidated for the duration of the encounter, suffering a -1d to all further attack rolls directed against the original target.
- 15 Lady Calamity smiles upon the attacker and marks them for doom. The attacker's fumble range improves by one (for example 1-2 after the first miss, 1-3 after the second, etc.) for each successive miss for the duration of the melee.
- 16 Lady Luck has chosen to intervene on behalf of the defender for reasons known only to major forces at play. The defender is given 1d3 Boons that may be used in standard fashion when the attacker is involved.
- 17 The attack is on target, but a random ally steps in the path of the attack in such a way that they suffer normal damage and the effects of a critical hit.
- 18 The attack misses wildly, but the attacker garners the attention of not only the defender, but all allies of the target not currently involved in combat. All allies of the defender will be aimed at the attacker as they're seen as a threat that must be taken down. All attacks against the attacker are made with a +2 bonus.
- 19 Attacker receives a brief vision of a violent death resulting from the current encounter. The attacker must attempt to withdraw from harm's way for the duration of the combat. If the attacker cannot escape, all attacks are made with a -2d penalty.
- 20+ Lady Calamity directly intervenes as a ghostly female form materializes, catches the attack, and sends it back towards the attacker with deadly precision. This return attack not only inflicts maximum damage, but also scores a critical hit to the original attacker. Use a d16 as the Crit die.





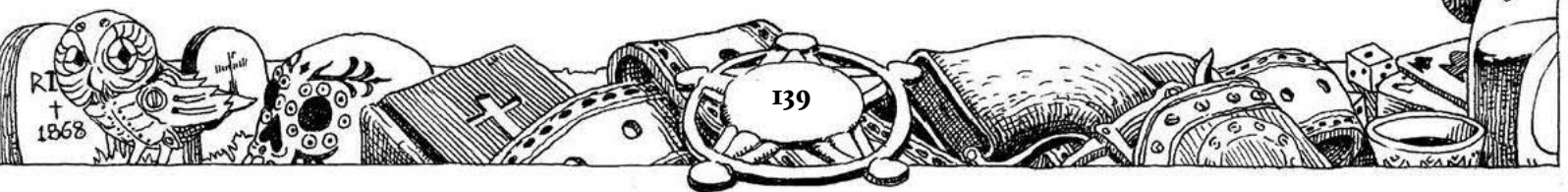
FUMBLE CHART: FIREARMS

Roll	Result
0-1	The gun accidentally discharges before proper aim can be taken, alerting the target to your bad intentions. Their next attacks against you gain a +2 attack bonus.
2	The cylinder is over-packed, sounding off with a deafening boom! You are effectively stunned for 1d2 rounds as you try to regain your senses as the ringing in your ears subsides.
3	Flaming debris from the spent cartridge or possible blow-back from a faulty round burns your hands. You suffer 1d3 damage and must pass a DC 10 Reflex save to keep hold of the firearm.
4	The cylinder is over-packed and goes off with a deafening boom and fiery flash. The attacker is not only stunned for 1d3 rounds, but all ranged attacks within 50' suffer a -2 to attack rolls due to opponents and allies seeing spots.
5	The shot goes off, but the sweat from the attacker's palm causes the firearm to fly from the attacker's hand, landing 1d10' away. The shot misses, and the attacker must spend their next entire action retrieving their weapon (if they expect to use it).
6	The chamber is overloaded causing a minor explosion as the shot fires. The force of the shot catches you off guard, throwing you to the ground. You are considered prone and must pass a DC 12 Reflex save to avoid dropping the weapon.
7	All rounds in the firearm are fouled, and the gun must be emptied and cleaned before being used again.
8	The shot misses, hitting a hard surface that causes the round to ricochet back towards the attacker. Make a normal attack roll versus the attacker's AC to see if the fateful shot finds its new mark.
9	Somehow your grip is off, causing the hammer or some other part of the firearm to catch one of your fingers or part of the hand. The attacker suffers 1d4 damage and a -1d attack penalty with the affected hand for 1d6 rounds.
10	The shot strikes the target, but the shot lands harmlessly on a part of the defender's gear. The defender spins, cursing up a storm and uses words best left unmentioned about the attacker's mother. The attacker flies into a rage and must direct all attacks at the defender with a -1d penalty for the duration of the encounter.
11	The shot explodes before leaving the barrel of the gun, causing a fiery backblast of gunpowder to temporarily blind the attacker for 1d6 rounds in addition to inflicting 1d6 burn damage.
12	The shot is knocked wide by someone or something, causing the shot to strike a random ally. The attack automatically hits for normal damage and stuns them for 1d3 rounds as they try to make sense of the apparent betrayal.
13	The shot kicks back from an over-packed round, striking the shooter in the face for 1d8 damage. The wound cuts into the forehead causing blood to seep into the attacker's eyes. The wound must be tended by spending the next 1d3 rounds to stop the bleeding to avoid a -1d to all attack rolls.
14	The shot goes wide but gains the full undivided attention of the attacker's intent to put them in a pine box. Rather than face another shot, the defender makes an immediate bonus charge attack at +2 with a -2AC penalty incurred against any additional attacks against them during the round.



FUMBLE CHART: FIREARMS (CONT.)

- 15 The shot fires and strikes something causing the round to ricochet back towards the attacker to inflict maximum damage. The shot also stuns the attacker for 1d3 rounds as they try to gather their senses.
- 16 An integral part of the gun breaks, making the weapon useless until proper tools and time can be spent to repair it by making a DC 13 skill check. Magical firearms gain a DC 14 save modified by +1 for each bonus of the gun.
- 17 Several rounds in the gun go off prematurely. Roll a dandom die for each round remaining to determine how many rounds explode. Each round causes 1d4 burn damage to the attacker, who is also knocked prone from the mishap.
- 18 Lady Luck intervenes on the behalf of the target for reasons only known to the powers that be. The defender is given 1d3 Boons that can be used as normal when related to the source of the attack.
- 19 The shot misses the mark, but the noise and flash from the shot attracts the attention of all enemies involved in the combat. Until the attacker's next attack, all ranged attacks from the defender and their allies are directed at the attacker with a +1d attack bonus.
- 20 Lady Calamity intervenes as a ghostly female form materializes, catches the bullet, and directs it back towards the shooter with deadly precision. The shot not only causes maximum damage, but inflicts a critical hit to the shooter with a d16 Crit die.
- 21 The attacker receive a brief vision of a violent death stemming from the current encounter, which fills them with dread. The attacker must attempt to withdraw and pull out of harm's way for the duration of the combat. Should escape not be possible the attacker suffers a -2d penalty to all saves and attack rolls.
- 22 The attacker screams in agony as the gun backfires, sending smoldering shrapnel into one of the attacker's eyes, popping it like an over-sized grape. The attacker suffers maximum damage from the gun and loses one eye. Only magical healing will restore the eye and the attacker suffers a permanent -2 attack penalty to all ranged attacks.
- 23 Lady Calamity manifests in front of the attacker appearing as a ghostly hag. She rips the gun from the attacker and immediately begins fanning the hammer amidst maniacal cackling. The first shot is aimed at the attacker, while remaining shots are aimed at allies of the attacker. Shots are made with no modifier, but successful strikes inflict a critical hit using a d8 as the Crit die.
- 24 Your firearm chain-fires before you can take aim, causing all remaining rounds to explode. The firearm is ruined (including magical firearms) and explodes in a 10' area. All allies, including the attacker, suffer normal damage for each remaining round in the gun. A DC 12 Reflex save will halve the damage.
- 25+ The attacker's shot explodes with the force of all remaining rounds, causing a part of the gun to blowback, penetrating deep into the skull of the attacker. With a blood curdling scream the attacker drops to the ground, clawing at the mangled pulp that was once their face. The attacker suffers instant death and all allies must pass a DC 8 Fortitude save to avoid throwing up and suffer a -2 penalty to their next attacks.





GOODS AND SERVICES TABLE

THE LIVERY									
ANIMAL	MOVEMENT WALK/TROT/GALLOP	HIT DIE	INIT	AC	ATTACK BONUS/DAMAGE	REF	FORT	WILL	COST (AVG)
Camel	30/60/100	3d8	0	12	0/1d4	+1	+4	+2	\$150. ⁰⁰
Horse	40/80/160	3d8	+2	14	+2/1d4+2	+3	+4	+1	\$150. ⁰⁰
Horse (draft)	30/60/130	4d8	+1	15	+4/1d6+2	+1	+5	+1	\$75. ⁰⁰
Mule/ Donkey	30/60/130	2d8	0	11	0/1d3	+2	+4	+2	\$50. ⁰⁰
Oxen	20/40/80	3d8	-1	12	0/1d5	0	+4	+2	\$30. ⁰⁰
Pony	30/60/130	2d8	+1	11	+1/1d3	+2	+2	+1	\$60. ⁰⁰

Quality Modifiers*

Crow Bait	-20/-40/NA	-2d8	-2	0	-2/-2	2	-2	-2	/2
Aging	-10/-20/-40	-1d8	-1	0	-1/-1	-1	-1	-1	/1.5
Average	See basic stats	0	0	0	0	0	0	0	0
Quality	+10/+20/+40	+1d8	+1	0	+1/+1	+1	+1	+1	x1.5
Charger	+20/+40/+60	+2d8	+2	0	+2/+2	+2	+2	+2	x2

*Typically, quality modifiers only pertain to the purchase of horses. Feel free to use them as a guideline for the buying and selling of other transport animals of various quality.

A typical horse was good for 30 miles in a day. A horse can be pushed to gallop for 10 miles, but must rest for a day after being pushed so hard.

ACCESSORIES

ITEM	COST
Belt	\$0.75
Boots	\$5.00
Chaps	\$5.00
Flask	\$1.00
Gloves (work)	\$2.50
Hankerchief (bandana)	\$0.20
Hat (Cowboy)	\$2.00
Hat (Derby)	\$1.50
Necktie	\$0.25
Pocket knife	\$1.00
Shaving kit	\$0.50
Shoes	\$2.00

BUGGIES & CARTS

ITEM	COST
Buggy for two (max 1,500lbs.)	\$75.00
Saddle and bridle	\$25.00
Saddlebags and saddle blanket	\$15.00
Wagon, light (max 1,500 lbs.)	\$40.00

CLOTHING (GENTS & LADIES)

ITEM	COST
Coat (Light)	\$4.00
Coat (Winter)	\$8.00
Dress	\$2.00
Overcoat (Duster waterproof)	\$12.00
Pants (Jeans)	\$3.00
Raincoat	\$3.00
Shirt	\$1.25
Socks (per pair)	\$0.05
Underwear (pants and shirt)	\$2.25



LIVERY

ITEM	COST
Oxen (pair)	\$100.00
Pony	\$35.00
Riding horse (average)	\$60.00
Riding horse (good)	\$120.00
Riding horse (poor)	\$30.00
Feed per month (average horse)	\$10.00

OUTDOOR GEAR

ITEM	COST
Axe (hand)	\$2.00
Bed roll	\$3.00
Camp stool (folding)	\$1.00
Candle	\$0.10
Canteen	\$0.75
Coffee pot	\$0.50
Cot (folding)	\$2.00
Fishing rod	\$0.20
Fishing tackle	\$0.10
Frying pan	\$0.50
Gun cleaning kit	\$1.00
Hunters trap with chain	\$3.00
Lamp (Oil)	\$0.75
Lantern	\$2.50
Matches (100)	\$0.10
Rope (50ft)	\$0.25
Sack (large)	\$0.10
Sack (small)	\$0.05
Small mirror	\$2.00
Soap	\$0.05
Tent (one man)	\$8.00
Trail mess kit (pots, pans, coffee pot)	\$10.00

SALOON SPIRITS

ITEM	COST
Beer (bottle)	\$0.25
Beer (glass)	\$0.15
Root beer (bottle)	\$0.20
Whiskey (bottle)	\$3.00
Whiskey (shot)	\$0.25

SMOKES & CHEWS

ITEM	COST
Tobacco (1 oz.)	\$0.15
Cigar, cheroot	\$0.05
Plug of tobacco (1lb.)	\$0.25
Smoking pipe	\$2.00
Rolling papers 100	\$0.05

TOOL SHED

ITEM	COST
Sifting pan set	\$6.00
Anvil	\$10.00
Carpenter's tool set	\$8.00
Nails (100)	\$0.75
Pail	\$0.50
Pick	\$5.00
Pitchfork	\$5.00
Scales	\$8.00
Shears	\$0.75
Shovel	\$0.50
Sledge hammer	\$2.50
Wheelbarrow	\$8.00



COMBAT MODIFIERS TABLE

CONDITION	ATTACK ROLL MODIFIER	
	MELEE	RANGED
Missile Fire Range Is...		
Short	N/A	+1
Medium	N/A	0
Long	N/A	-1
Attacker is...		
Invisible	+2	+2
Blinded	-2	-4
On higher ground or mounted	+1	+1
Squeezing through a tight space	-1d	-1d
Entangled	-1d	-1d
Using a non-signature weapon	-1d	-1d
Firing into melee combat	N/A	50% chance of hitting ally
Defender is...		
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, or bound)	+1d	+1d
Kneeling, sitting, or prone	-2	-2
Invisible	-4	-4



WEAPONS

Below you'll find a selection of standard weapons characters are free to choose from (keeping in mind rules for availability and quality). Exotic weapons are reserved for classes such as the mystic monk or the sin-eater, both of whom have special backgrounds that allow for carrying weapons most folks ain't even heard of. Rules for using firearms and other listed weapons can be found in the combat section.

Below you'll find an assortment of weapons available in the world of Dark Trails. You may be new to some of the terms found on the chart.

Damage/type is the die used to determine damage inflicted with a successful attack, while type is the type of damage the weapon inflicts (slashing, piercing, blunt). In the case of two types of damage being listed the wielder chooses the type to inflict.

Conceal represents the modifier a player uses when trying to hide a weapon from one or more individuals.

STANDARD MELEE WEAPONS					
WEAPON	RANGE IN FEET CLOSE/MEDIUM/LONG	DAMAGE/TYPE	CONCEAL	TRAITS	COST
Bayonet	Melee	1d6/Piercing/Slashing	-3	N/A	\$2.00
Bowie knife	Melee	1d6/Piercing/Slashing	-1	N/A	\$6.00
Brass knuckles	Melee	1d5/Blunt	4	N/A	\$1.00
Butcher knife	Melee	1d5/Piercing/Slashing	1	N/A	\$1.00
Cane sword	Melee	1d6/Piercing/Slashing	3	N/A	\$10.00
Chain	Melee	1d4/Blunt	1	Trip	\$1.00
Club	Melee	1d6/Blunt	-3	N/A	\$0.75
Hand axe	Melee or 5/10/15	1d6/Piercing	-1	Thrown	\$4.00
Longbow	Ranged 30/60/90	1d8/Piercing	-4	N/A	\$8.00
Machete	Melee	1d7/Slashing	-1	N/A	\$5.00
Pick	Melee	1d5/Piercing	1	N/A	\$1.00
Pitchfork	Melee	1d8/Piercing	-4	N/A	\$2.50
Saber	Melee	1d8/Slashing/Piercing	-3	N/A	\$8.00
Sap	Melee	1d4/Blunt	2	Stun	\$0.25
Sledgehammer	Melee	1d8/ Blunt	-3	N/A	\$5.00
Straight razor	Melee	1d3/Slashing	4	N/A	\$1.00
Tomahawk	Melee or ranged 10/15/20	1d7/Blunt	-2	Thrown	\$2.00
Whip	Melee	1d3/Blunt	2	Trip, Disarm	\$3.00



EXOTIC WEAPONS — HISTORICAL

WEAPON	RANGE IN FEET CLOSE/MEDIUM/LONG	DAMAGE/TYPE	CONCEAL	TRAITS	COST
Zweihander	Melee	1d12/Slashing/Piercing	-5	Two-handed	N/A
Haladie	Melee	1d8/Slashing/Piercing	-1	Paired	N/A
Atlatl	20/40/60	1d5/Piercing	2	N/A	N/A
Khopesh	Melee	1d6/Slashing	-4	Two-handed	N/A
Roman scissor	Melee	1d5/Slashing	-2	Disarm, Defensive	N/A
Crossbow	40/80/120	1d10/Piercing	-4	Slow to load	N/A
Warhammer	Melee	1d8 Piercing/1d10 Blunt	-4	Two-handed	N/A

EXOTIC WEAPONS — MARTIAL ARTS

WEAPON	RANGE IN FEET CLOSE/MEDIUM/LONG	DAMAGE/TYPE	CONCEAL	TRAITS	COST
Nunchaku	Melee	1d4/Blunt	2	Disarm, Paired	N/A
Sai	Melee	1d4/Piercing	2	Disarm, Paired	N/A
Wakizashi	Melee	1d8/Piercing/Slashing	-1	N/A	N/A
Kama	Melee	1d6/Slashing	-1	Trip	N/A
Fighting fan	Melee	1d4/Slashing	-1	Paired, Defensive	N/A
Butterfly sword	Melee	1d6/Slashing	-2	Paired	N/A
Naginata	Melee	1d8/Piercing/Slashing	-3	Trip, Defensive	N/A
Katana	Melee	1d10/Piercing/Slashing	-3	Two-handed	N/A
Bo staff	Melee	1d6/Blunt	-2	Trip, Two-handed	N/A
Chain spear	Melee/5'	1d8 Piercing/1d4 Blunt	-3	Trip, Disarm	N/A
Chain, spiked	Melee/5'	1d4/Blunt	3	Trip, Disarm	N/A
Tetsubo	Melee	1d12/Blunt	-3	Two-handed	N/A
Shuriken	10/20/30	1d3/Piercing	3	N/A	N/A
Tonfa	Melee	1d5/Blunt	1	Defensive, Paired	N/A
Kusarigama (sickle and chain)	Melee/5'	1d6 Piercing/1d3 Blunt	-1	Trip, Defensive, Disarm	N/A

**Weapons listed in the exotic category are so rare that they shouldn't be available for sale in a typical general store in a Western town.*

GUNS

PISTOLS									
MODEL	TYPE	AMMO	DMG	LOAD	RATE OF FIRE	RANGE S/M/L	RELOAD	CONCEALMENT	COST
Colt Model 1862, New Model Navy	Single Action	.36	d8	6 shot	3	10/20/60	2 rounds	+2	\$12.00
Colt 1862, New Model Police	Single Action	.31	d6	5 shot	3	6/15/50	2 rounds	+3	\$15.00
Remington New Model Belt Pistol	Double Action	.36	d8	6 shot	3	10/20/75	2 rounds	+2	\$25.00
Smith & Wesson Pocket, Model 2	Single Action	.32	d6	5 shot	3	10/20/60	2 rounds	+2	\$20.00
Starr Action Army	Double Action	.44	d12	6 shot	3	10/25/75	2 rounds	+2	\$18.00
RIFLES									
MODEL	TYPE	AMMO	DMG	LOAD	ROF	RANGE S/M/L	RELOAD	CONCEALMENT	COST
1861 Springfield Musket	Single Action	58/Minie ball	d16	1 shot	1	25/75/150	3 rounds	-1d	\$15.00
1868 Sharps Rifle	Single Action	50/cartridge	d14	1 shot	1	50/200/600	1 round	-1d	\$35.00
DERRINGERS									
MODEL	TYPE	AMMO	DMG	LOAD	ROF	RANGE S/M/L	RELOAD	CONCEALMENT	COST
Reid's Knuckleduster*	Single Action	.32	d6	7 shot	2	1/3/6	3 rounds	+1d	\$7.00
Colt Derringer	Single Action	.41	d10	1 shot	1	2/8/16	1 round	+1d	\$5.00
SHOTGUNS									
MODEL	TYPE	AMMO	DMG	LOAD	ROF	RANGE S/M/L	RELOAD	CONCEALMENT	COST
LeFauchaux Double Barrel Shotgun	Single Action	12 gauge	d14/ d10/ d7	2	2	15/30/60	2 rounds	-1d	\$20.00
Roper Repeating Shotgun	Single Action	12 gauge	d12/ d8/ d5	4	3	15/30/60	3 rounds	-1d	\$30.00

* Can be used in melee as brass knuckles doing 1d5 damage

ACCESSORIES

ITEM	COST
Cartridge belt	\$2.00
Gun cleaning kit	\$0.75
Holster (shoulder)	\$2.00
Holster (standard)	\$0.50
Spare gun cylinder	\$2.00

AMMO

ITEM	COST
Pistol (50 rounds)	\$2.00
Rifle (50 rounds)	\$2.00
Shotgun (20 rounds)	\$1.00



EXPLANATION OF WEAPON TRAITS

Defensive

Weapons with the Defensive trait make attacks against their wielder more difficult to land. Wielders may choose to use the weapons in a defensive fashion to gain a temporary +2 AC bonus against all attacks during the current round, but suffer a -2 to any subsequent attacks. Wielders must not have taken an attack yet to declare the use of the defensive trait.

Disarm

With a successful attack against opponents weapon at -2, defender must make a successful Reflex save versus a DC matching the total attack roll to avoid having the weapon thrown 1d20 feet.

Paired

Weapons with the Paired trait may be wielded in each hand giving the attacker an extra attack if normally allowed, or a +1d to attack with one weapon should the attacker be limited to only one melee attack per round.

Slow

Weapons with the Slow trait take an extra round to reload or ready.

Thrown

Weapons with the Thrown trait may be used in melee or thrown at the listed range for the same listed damage type.

Trip

Weapons with the Trip trait successfully striking a man sized target may forego damage in exchange for a trip attack, in which case the defender must immediately pass a Reflex save versus a DC matching the total attack number to avoid being knocked prone

Two-handed

Two-handed melee weapons strike with a -1d initiative penalty.



APPENDIX

SAMPLE ADVENTURE

My mama always told me never put off
till tomorrow people you can kill today.

– Wyatt Earp (1994)



DEATH CRAWLS WEST

BY PETER C. SPAHN & BRANDON GOERINGER

Death Crawls West is a *Dark Trails Roleplaying Game* adventure funnel designed for 0-level player characters (PCs, approximately 18 to 21 characters total). The adventure is adaptable to fit a typical four-hour convention session or to use in your home group with all the options that will typically take 2 to 3 game sessions to complete. In *Death Crawls West*, the characters are settlers who have joined a wagon train at Fort Fallow, on the outskirts of the New Mexico Territory. Their destination lies across the badlands in a fertile river valley named Whitaker's Valley.

The decision to move West is certainly easier considering that a Man of God has brought back samples of rich soil, clear water, and lush plants that grew in the valley. Reverend Halpern originally set out a month ago with his trusted hands to find land that will sustain and nourish those choosing to follow him for a new start in the untamed West. The settlers know the journey will be difficult, but they have faith the trip will be worthwhile.

BACKGROUND & SPOILERS (JUDGE'S EYES ONLY)

BACKGROUND

Fort Fallow

Fort Fallow is a dusty U.S. Army post on the edge of the Rumbling Badlands. It consists of a handful of wooden buildings surrounded by a crude log palisade. The small saloon attached to the general store sells standard goods at double the normal prices (see the Appendix section in the *Dark Trails Roleplaying Game* for a list of available goods).

The fort commander is Major Charles Kinsey. The posting here is unpleasant and his soldiers are somewhat unrefined. Major Kinsey requires them to be polite, but they have little respect for the settlers who they believe are marching to their doom.

The settlers have assembled their wagons and tents just outside the fort, waiting for the command to move out. The Judge can jump straight into the funnel or allow the PCs time to gear up and perhaps hear some gossip (see Rumors and Superstitions) at Fort Fallow.

Ley Lines

Since the beginning of creation, the Earth has been wrapped in an invisible web of mystical energy known as "ley lines." These ley lines have long remained dormant, but the events of the Seven Days of Night awakened them in response to the blanket of taint unleashed during a failed attempt to rouse and free sleeping Elder Gods from their prisons deep within the Earth. This taint continually seeps into the pores of the Earth, but the re-awakening of ley-line energy not only gives birth to the second age of magic, their seemingly random "pulses" are also what lead to the birth of the character classes found in *Dark Trails*. In essence, the Earth ain't done! She's fighting back!

Unbeknownst to the characters, Whitaker's Valley is the site of an active ley-line nexus, or a "Devil's Crossroads" as the locals call 'em. The Reverend Halpern has an ulterior motive in leading the settlers to the valley—he's a cultist well-versed in the lore of one specific Elder God he's made contact with by way of a powerful artifact. Halpern has summoned an avatar of the Elder God from deep within the Earth. The creature is born of pure chaos and the reverend intends to lure it to the nexus point to serve as a catalyst for a draining ritual that will syphon powerful arcane energies from the nexus point, thereby giving the imprisoned Elder God the means to escape from her prison, allowing her to return to the surface.

Divinity Lost

Reverend Halpern and his men hold a dark secret in their hearts, or what's left of them. While it is



true the Reverend set off in search of a place where his flock could thrive and follow the Word of God, there is more to this tale than meets the eye. Halpern claimed to have had a conversation late one night with a divine being that spoke of a land awaiting discovery, perfect for those who would follow him. He set out promising to return with proof of the vision, asking all who held faith to keep him in their prayers.

Halpern was indeed given a vision, but not one sent by divinity. *H'ahf' Ahfhtagnor*, one of the many Elder Gods imprisoned deep within the Earth, has been casting whispers upon the winds ever since the Seven Days of Night awakened her in her prison. Also known as "The One Who Crawls," she is worshipped by many a dark cult scattered across the world and is associated with plague and pestilence. Worshippers revere creatures that carry plague and disease and often offer their bodies up to be exposed to vile pox and disease. Particularly twisted cultists even offer their bodies up as residence to cockroaches and other crawling creatures.

H'ahf' Ahfhtagnor did indeed lead the Reverend to fertile lands far from civilization, but along the way the unsuspecting man was led to a cave containing an ancient relic that would infect and consume his soul while providing a means to free the Elder God from her prison. With the artifact in hand, Halpern was led to a nexus point within a fertile valley, a place with enough ley-line energy to fuel a ritual of sacrifice needed to free his Goddess. After discovering the valley, the Reverend was given a new task: to return home and gather his flock along with those who could be tempted by the promise of fertile new lands and a new beginning.

Reverend Halpern isn't acting alone in his quest. Jed Rawlings and Claude Boulet each serve The One Who Crawls and share the goal of shepherding the settlers to the valley for sacrifice.

MAJOR NPCS

Reverend Andrew Halpern

Reverend Halpern was born and raised in Northern Virginia and felt the Lord's call early in life. During the war, he converted his church into a hospital, earning the respect of Union and Confederate soldiers alike.

Reverend Halpern was a genuinely good person. A few months ago he received a vision of a bright, green valley that had been "touched by God's hand" and immediately came West to find it. Over the course of his journey, his visions became more fevered as the bright, green valley became a nightmare hellscape. An illness consumed his body as the crawling cockroach minions of The One Who Crawls infected his food and bedding. By the time the Reverend arrives at Fort Fallow, the metamorphosis has run its course and the husk that was once a God-fearing man is now inhabited by a minion of an Elder God. The unknowing settlers look to Reverend Halpern for spiritual guidance. Rawlings pretends to share leadership with Reverend Halpern but is in truth a lesser servant to the thing that plays at being Halpern. Claude, the camp cook, is also a lesser servant. Though the three work towards the same goal, the avatar using Halpern's body won't think twice over using Claude or Rawlings as a scapegoat should suspicions arise.

Reverend Andrew Halpern (High Priest of The One Who Crawls): Init +2; Atk talon rend +2 melee (1d8), bite +2 melee (1d6), or by weapon; AC 16; HD 3d8; hp 16; MV 30' (and can cling to any surface); Act 2d20; SP crawling vomit, chitin armor, Elder blessings; SV Fort +5, Ref +2, Will +3; Path POD +3.

To use any Elder God gifted abilities, the Reverend must shed his human skin, revealing a cockroach/human hybrid. The Reverend must consume a human being (leaving heaping piles of roach-scat) to regrow its human guise.

Crawling vomit: attack range 10', 1d3 damage each round until the target can take an action to remove the mixture of digestive juices and living cockroaches that covers them by either rolling on the ground and crushing the insects or by submerging their entire body in water.

Chitin armor: repels all bullets unless they score a critical hit, in which case damage is applied normally. Bludgeoning and piercing melee attacks do normal damage and slashing damage is halved (round up).

Elder blessings: account for the spell-like powers the Reverend uses to perform minor "miracles" about the camp, such as healing wounds. However,



all the benefits from this power are cosmetic and the person receiving any help will expire within a month, or immediately should Halpern become deceased, their body being consumed from the inside by larval cockroaches that burst forth after their month-long incubation.

Bullet shield talisman: This is an artifact dedicated to The One Who Crawls which is used by her worshippers. This copper and lapis lazuli talisman is Halpern's link to the Elder God and provides a unique defensive bonus when worn around the neck: Anyone swayed by Halpern to worship the Elder Goddess as a minion attracts all bullets and missiles fired at Halpern if they are within 10' of him. Projectiles veer off target and noticeably change direction, striking the nearest cultist instead of Halpern. Reverend Halpern is assumed to have 1d5+5 followers (secret converts) should he fall under attack at anytime.

Jed Rawlings

Jed Rawlings is the wagon master for the Rawlings Expedition. He's a tough, grizzled man with a gimpy left arm that he wears in a tight sling. He fought for the Union Army during the war and claims a Confederate shell in Atlanta cost him the use of his arm. In reality, Rawlings is a cultist disciple of H'ahf' Ahfhtagnor. His misguided allegiance to this dark power has transformed his arm into an insectile forearm and claw. If his deformity is ever exposed, Rawlings claims his arm became infected after a fight with a bug-like monster.

Jed Rawlings: Init +1; Atk claw +1 melee (1d6), bite +2 melee (1d4), pistol +1 ranged (1d8); AC 12; HD 3d8; hp 16; MV 30'; Act 1d20; SP crawling vomit, lesser chitin armor, poison; SV Fort +2, Ref +1, Will +1; Path POD +2; Pistol: Starr Action Pistol - shots 6, damage 1d12, range 10/25/75, reload 2 rounds; silver whiskey flask, tobacco pouch and rolling papers, average horse, saddle, saddle bags, mess kit, canteen, flint and tinder, harmonica, \$30 cash.

MODEL	TYPE	AMMO
Star Action Army	Double Action	44
DAMAGE	LOAD	ROF
1d12	6 shots	3
RANGE S/M/L	RELOAD	CONCEALMENT
10/25/75	2 rounds	+2

To use any Elder God gifted abilities, Jed must shed his human skin, revealing a cockroach/human hybrid. Rawlings must consume a human being (leaving heaping piles of roach-scat) to regrow its human guise.

Crawling vomit: attack range 10', 1d3 damage each round until the target can take an action to remove the mixture of digestive juices and living cockroaches that covers them by either rolling on the ground and crushing the insects or by submerging their entire body in water.

Lesser chitin armor: reduces damage from bullets by 1d3 hp per bullet and slashing damage is halved (round up). Striking Jed's chitin armor causes damage to his human flesh, showing the insect carapace beneath. Eating raw flesh repairs the cosmetic damage after a suitable digestion period.

Poison: Jed's poisonous saliva causes stomach cramping and weakness in those ingesting it or who are bitten by him (DC 10 Fort save on hit or at -1d to all actions for 24 hours. This is cumulative with multiple bites, minimum 1d3).

Claude Boulet

Claude Boulet is an aging French chef from New Orleans who came out West after poisoning a younger culinary rival. He brews coffee and makes breakfast and dinner for the settlers. He does a passable job, mostly, but likes to experiment with different ingredients and sometimes the effects are disastrous. The PCs occasionally hear him swearing furiously in French. Claude is a cultist and follower of The One Who Crawls and has been transformed into a minor cockroach/human hybrid.

Claude Boulet: Init -1; Atk butcher knife +1 melee (1d6), bite +2 melee (1d5); AC 12; HD 2d8; hp 10; MV 20'; Act 1d20; SP crawling vomit, lesser chitin armor, poison; SV Fort +0, Ref +1, Will +1; Path POD +3; chef's knives (6), box of spices, old apron, hand rolled cigarettes, rolling pin (1d3), \$3 cash.

To use any Elder God gifted abilities, Claude must shed his human skin, revealing a cockroach/human hybrid. Claude must consume a human being (leaving heaping piles of roach-scat) to regrow its human guise.



Crawling vomit: attack range 10', 1d3 damage each round until the target can take an action to remove the mixture of digestive juices and living cockroaches that covers them by either rolling on the ground and crushing the insects or by submerging their entire body in water.

Lesser chitin armor: reduces damage from bullets by 1d3 hp per bullet and slashing damage is halved (round up). Striking Claude's chitin armor causes damage to his human flesh, showing the insect carapace beneath. Eating raw flesh repairs the cosmetic damage after a suitable digestion period.

Poison: Claude's poisonous saliva causes stomach cramping and weakness in those ingesting it or who are bitten by him (DC 10 Fort save on hit or at -1d to all actions for 24 hours. This is cumulative with multiple bites, minimum 1d3).

H'ahf' Ahfhtagnor's Servitor, Tuupe Kwasinabo ("Ole' Snake Mouth")

Reverend Halpern is well aware of the legendary tunneling giant that follows the settlers under the earth during the journey. The creature is a servitor of H'ahf' Ahfhtagnor and serves as a focal point for the ritual of sacrifice planned once the valley is reached. "Ole' Snake Mouth" as it's known to locals in the area, has tunneled aimlessly for centuries, blindly searching for its slumbering Goddess. During the adventure, the creature occasionally rises to feed upon those who stray too far from the trail or who set up on the outer fringe of the wagon train. The creature appears as a cross between a centipede and a cockroach. It is a terrifying behemoth capable of swallowing an entire wagon whole.

Wagon Train Settlers

The wagon train is made up of 50 families and hirelings (200 settlers total) driving 72 ox-drawn wagons, a herd of cattle, horses, pigs, and chickens. The settlers are an unremarkable group of men and women who have journeyed out West seeking better lives for themselves and their families. Most are farmers, tradesmen, and craftsmen with little to no fighting experience.

Wagon Train Settler: Init +0; Atk farm tool +1 melee (1d4) or rifle +1 ranged (1d14); AC 10; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +2, Ref 0, Will +1; Path

WTL; one in every fifth settler owns an 1868 Sharps rifle, handkerchief, water skin, farm tool (shovel, spade, pitchfork), worthless goods, \$1 cash.

MODEL	TYPE	AMMO
1868 Sharps Rifle	Single Action	50/cartridge
DAMAGE	LOAD	ROF
d14	1 shot	1
RANGE S/M/L	RELOAD	CONCEALMENT
50/200/600	3 rounds	-1d

Judges are encouraged to use their favorite random name generator to produce a list of 20-100 names prior to running this session.

The following NPCs are given stats for multi-session games and their use and backstories are not recommended for convention games.

Mrs. Frances Millinghouse

Mrs. Frances Millinghouse is a young woman from New York who came out West with her son, Michael, after her husband disappeared on his way to Whitaker's Valley. She is a proper lady who is accustomed to being treated with respect. Mrs. Millinghouse appears haughty, but she is extremely afraid, and hopes only to find her husband alive. Her serving girl, Rose McDaniel, is a lively young Irish handmaid loyal to her mistress.

Mrs. Frances Millinghouse: Init -2; Atk punch -1 melee (1); AC 9; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort -2, Ref -1, Will +1; Path POR +1; makeup, various brushes, mirror, jewelry (worth \$75), hand fan, \$60 cash.

Michael Millinghouse

Michael is a quiet, polite boy of 11 years old. He is attentive and fascinated with the ways of the West. Michael misses his father and firmly believes he is still alive and well in Whitaker's Valley. He may latch onto a strong role model (male or female) during the trip. However, his mother is extremely protective and seldom lets him out of her sight.

Michael Millinghouse: Init -2; Atk kick -1 melee (1); AC 9; HD 1d4; hp 1; MV 30'; Act 1d20; SV Fort -2, Ref +0, Will +1; Path WTL; wooden toy gun, 12 marbles, 4 pieces of hard candy.



Russ Daggett

Russ Daggett is a surly old tracker and guide. He appears competent, but standoffish. Once the wagon train hits the trail, he drinks to excess and never has a kind word to say about anyone. If confronted, Russ is quick to draw his gun and intimidate the settlers into submission. He is not afraid to kill if pushed.

Russ is actually an outlaw named Robert “Fitzzy” Fitzgibbon who is wanted for murder in several territories. Jed Rawlings hired him to keep the boldest settlers in line. If Russ kills someone, Rawlings tries to smooth things over as best he can. Behind closed doors, Rawlings may try to convince Reverend Halpern and the other settlers that the proper authorities can always be notified later. If Russ is killed, Rawlings quickly disavows him and his actions.

Russ Daggett: Init +2; Atk Bowie knife +1 melee (1d6) or pistol +2 ranged (1d8); AC 11; HD 2d8; hp 9; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will+1; Path POD +3; Colt Navy, 15 bullets, Bowie knife, dirty bandana, set of bone dice, strip of beef jerky, \$32 cash.

The Uninvited

Although insects are common along the trail, thousands of cockroaches will begin to infest the wagon train, drawn to the artifact Reverend Halpern has in his possession. As the trip progresses, increasingly describe the roaches as hiding in trunks, bins, and food stores. The roaches stay hidden during the day but become active at night, much to the embarrassment/disgust of the settlers. The roaches are a minor nuisance and can foreshadow future events, when Halpern's affiliation with H'ahf' Ahfhtagnor is finally revealed.

Thurmond G. Willoughby

Thurmond G. Willoughby is an educated man from Tennessee. A gambler by trade, he dresses well and presents himself as a man of means. Thurmond always seems to be at the center of trouble. He is charming and flirtatious and has enough money to gamble on just about anything. He carries a pistol inside his waistcoat that he draws only when necessary.

Thurmond G. Willoughby: Init +1; Atk pistol +1 ranged (1d8); AC 10; HD 1d6; hp 5; MV 30'; Act 1d20;

SV Fort +1, Ref +1, Will +1; Path POD +1; Colt Navy, 14 pistol bullets, playing cards, fine suit, gold pocket watch, \$24 cash.

RUMORS AND SUPERSTITIONS

Several rumors and superstitions surround Whitaker's Valley and its environs. The characters may have heard one of these rumors from the other settlers or soldiers at Fort Fallow. Have each player make a Luck check for each character they control. Those succeeding should then roll 1d20 and consult the chart below to find the rumor their characters have heard. If the characters hear a rumor more than once, it may confirm the validity of the rumor in the minds of the characters as multiple sources are gossiping about the same thing. Only the Judge will know for sure which is true though.

1. “Sheriff Cole Hanlon and his posse passed through these parts a couple of weeks ago trailing an outlaw named Jose Lazarro. We warned ‘em to stay outta the badlands, but they said they weren't worried none. Had a flatbed wagon with ‘em, loaded up with gear, but they never would let none of us near it to see what were under the tarp.”
2. “See those raggedy wolf pelts on the wall? There's wolves out there the size of ponies. You'd best keep a good guard on your livestock.”
3. “There was a railroad being laid here before the world turned bad and swallowed it up. Some Chinese fellas passed through a while back, heading out into the badlands. Had the look of rail workers and they was driving a wagon with fresh ties. They didn't speak to no one, and they never returned.”
4. “Whitaker's Valley is a myth. Ain't nothin' on the other side of them badlands but more badlands.”
5. “Whitaker's Valley is the Promised Land. Lem Withers came from there. Used to speak of the green grass and cool waters like he was speakin' about Heaven itself. He's dead now. Drank himself into an early grave wishing he could go back but was too scared to make the trip.”
6. “The badlands are full o' snakes and sinkholes. You watch out for both. Some o' those sinkholes'll

drop you right into a nest of rattlers.”

7. “A while back, some masked fightin’ men set up some kind of camp in a far off canyon. Said they was gonna come and put on a show fer us, but they never did.”
8. “You’d best bring plenty o’ food and water witcha. I wouldn’t eat none of that twisted game living out there in the badlands, nor drink the tainted water, not for any amount of money in the world.”
9. “They say that deep in the desert, the dead know no peace. A priest came through some time back. Told us he’d laid them to rest in some caves and they wouldn’t bother no one no more.”
10. “The desert used to be Comanche country and Apache before that. The tribes don’t live there now. They say the whole place is bad medicine.”
11. “Jed Rawlings is a man who gets things done. I’d follow him anywhere.”
12. “A scouting mission disappeared out there a couple years back. They was trying to find a faster way through the Territory. I reckon all they found was a faster way to their graves.”
13. “They say a giant lives deep in the canyons and likes to cause rockslides. Soldier by the name o’ Greg Oglesby got his head smashed in by a falling rock. Some say it weren’t no accident.”
14. “There’s ghosts out there. You can hear ‘em callin’ to ya on hot nights when the moon is full. Don’t listen.”
15. “That gambler fella Willoughby just rubs me the wrong way. He ain’t got no family here. I wonder why he’s goin’ with us to settle the valley?”
16. “Was once an old woman who ran a river ferry out where yer goin’. They say she was a witch and that she’d made a pact with the river gods. I heard the Comanche killed her, but if that’s true, I’d expect her ghost is still hangin’ around out there somewheres.”
17. “Watch out for flash floods. Some of those canyons’ll fill up with water and drown ya before ya catch a breath.”
18. “They say the rain out there’ll burn the flesh right off yer bones. Ya see storm clouds gatherin’, ya head for cover.”
19. “The outlaw Dusty Roberts buried a crate full of gold somewhere out there. I got it on good authority from a boy who used to run with Dusty and his gang.”
20. “That Reverend Halpern ain’t no ordinary man. Touched by God, he is. Yer lucky to have him along.”

BEGINNING THE ADVENTURE

A fertile range for grazing stock. Rich soil for planting. Fresh water for crops. All just there for the taking.

It’s called Whitaker’s Valley, and it almost sounds too good to be true, but Reverend Halpern has painted a picture clear enough to convince you and well over two hundred other settlers like you to join his wagon train. It didn’t take long after word of the fertile land and the reputation of the man leading it reached you for you to load your family and belongings into the wagon and head to Fort Fallow, a crude wooden fort which lies on the edge of a desert known as the Rumbling Badlands. The day has finally come to move out.

Jed Rawlings, the Reverend’s trusty right-hand man, steps up onto a makeshift stage with the reverend. The crowd of hopeful men, women, and children quiets down as he begins to speak.

“Greetings, ladies and gentlemen,” Rawlings says. “I have spoken with each of you privately over the past few days and explained some of what lies ahead. Now is the time to begin. We have over 300 miles of desert and rough terrain to cross. It will not be easy. You will all have to pitch in and do your part. All able-bodied men and women will help scout the trail, drive the wagons, and guard the camp at night. There may be trouble along the way, and some of you will begin to doubt. But I assure you, the trip will be well worth it. Whitaker’s Valley is a paradise. It is your right to claim it. No, it is more than that. It is your destiny.”

Rawlings indicates the men standing next to him with a wave of his good hand. “Here to the right of me is my trail-hand, Russ Daggett. He is a capable man who is well-accustomed to the rigors of the trail. We intend to help the good reverend ensure that you reach Whitaker’s

Valley safe and sound; so stick to the trail and pull your share of the day to day, and we'll be there afore you know it."

With that, Reverend Halpern asks that you bow your heads for one last prayer before dismissing you to return to your packed wagons and join the rest of the flock as you line up under the watchful gaze of the soldiers on the walls. Jed Rawlings rides to the front of the line. He raises his good hand and shouts:

"Wagon's Ho!"

Then, with the crack of whips and some excited exclamations of "Yeehaw!", the wagon train slowly moves out.

Judges running a home game may wish to use the fort and its inhabitants to generate some encounters and gossip, but if you are running the adventure at a convention, it is strongly suggested the Judge start them on their journey immediately.

SETTING UP THE FUNNEL

At the start of this adventure funnel, each player creates up to four o-level characters using the funnel rules found in the *Dark Trails Roleplaying Game*. These are ordinary men and women (mostly farmers, craftsmen, or tradesmen) who have headed West across the badlands to settle Whitaker's Valley. The players may decide their backstory and whether they have families in the wagon train at the Judge's discretion.

A Word on Leveling Up

Death Crawls West is best run with the understanding that characters will only level up upon completion of the adventure. Judges wishing to allow characters to level up sooner should keep in mind that it will add a substantial delay to the session and that encounters are designed with o-level characters in mind. Judges should adjust encounters to offer a challenge to characters that are allowed to level up before the end of *Death Crawls West* (increase number of creatures, add additional hit dice, increase attack damage, etc.). Although the authors suggest not allowing characters the chance to level up mid-game, Judges are encouraged to instruct players to keep up with any earned experience during the adventure to apply the total once characters progress from o-level.

Weird Exposures

The Set Locations and Random Encounters expose the characters to the supernatural weirdness that has seeped into the land since *The Seven Days of Night*. They also ground the players into the world of the *Dark Trails Roleplaying Game*, introducing them to some of the character classes to which their o-level characters may one day enter at 1st-level.

Character Death

Life is uncertain along the trail, and characters are expected to die. If all the PCs a player controls die, the Judge may let the player roll up replacements. These are o-level settlers or hirelings traveling with the train that have been assigned to the same camp work group as the other characters; however, remind players that there are two character classes (Tommyknocker and the Sin-Eater) that can only be played by o-level characters that died during the game; they'll want to hold on to their character sheets just in case they decide to use those deceased characters when they level up to 1st-level characters.

Homesteaders During Encounters

Over two hundred settlers and teamsters are traveling with the wagon train. These God-fearing men and women are generally friendly and willing to help their fellow travelers. They understand that everyone must work together to reach Whitaker's Valley. However, it is important to keep in mind that they are not soldiers. The settlers defend themselves if they are attacked, but they don't go looking for trouble and are of minimal help during any fight.

If the wagon train is attacked, the Judge should describe the settlers shooting haphazardly at their enemies from the safety of their wagons. Three out of four settlers are cowardly ("jus' plum skeered") or too set in protecting their own families to offer much help. The advance scouts (those most capable with weapons) are typically the first to die in any attack. This means that in most cases, it is largely up to the PCs to step up and handle any threats along the trail.

RUNNING THE ADVENTURE

The trail to Whitaker's Valley is long and perilous, with strange events and violent encounters interspersed along the way. However, most of the trip consists of day-to-day drudgery that can

be handled as “downtime.” The Judge should paraphrase the following text as needed so the PCs understand what life is like along the trail, then introduce Set Locations and Random Encounters as they occur.

Life on the Trail

A normal day begins before sunrise with the cattle being rounded up, the camp chef fixing breakfast, and the settlers and teamsters taking down the tents, saddling horses, and loading up the wagons. After breakfast, the teams are hitched to the wagons and the wagon master gives the “Wagon’s Ho!” command to move out.

All able-bodied men and women must act as advance scouts, wagon tenders, and camp guards. The advance scouts ride ahead with shovels and axes to cut down brush, fell trees, and clear rocks to make room for the wagons. Wagon tenders drive the wagons, repair broken axles and wheels, make and break camp, tend livestock, and do other chores along the trail. Camp guards patrol the camp at night, sounding the alarm if danger threatens.

Player characters are all in the same group and will spend the trip in each other’s company as they perform their group’s assigned duty. Whenever a Set Location is presented or a Random Encounter occurs (Camp Event, Trail Event, or Monster Attack), the Judge informs the players what role the characters have assumed (wagon tender, camp guard, or advance scout) based on the information presented in the encounter.

Around noon, the wagon train stops so the settlers can rest, eat, and feed and water the animals. An hour or so later, they are back on the trail. The wagons average about 15 miles a day—18 to 20 miles is considered a good day.

Before dark, the advance scouts locate a place with ample water and grass to bed down for the night. The wagons are formed into a large circle and several campfires are lit. The families unpack and the camp chef makes supper. Reverend Halpern says the nightly blessing before they eat.

After dinner, the settlers socialize around the campfires. On a good night, the folks smoke and gossip (some play harmonicas or fiddles and sing

songs) while the young people dance. If anyone was killed during the day, the mood is more subdued and the settlers turn in early.

The night guards go on duty as everyone else beds down for the night. The guards are relieved at midnight, and their replacements wake the camp just before sunrise to start the day all over again.

The trail to Whitaker’s Valley should take approximately 21 days (give or take). There are a combination of 14 Random Encounters and Set Locations that take place over that time. These scheduled events happen every other day, but the Judge may wish to add some other minor encounters in each day to add flavor to the trip.

RANDOM ENCOUNTERS

The following encounters can be inserted to spice up travel along the trail, but lend nothing to the plot driving the adventure. When running a convention game, use these encounters to pad/pace your game. Use fewer if you are running behind and more if you need to stretch the running time of your game.

Clever Judges with ample time could use many of these as story-driven encounters to award experience points. For example: take #7 in the following list; should a player attempt to step in and roleplay their characters trying to help the ladies make amends (thereby keeping the peace), that character would earn 1 XP. This will encourage players to embrace the role play aspect of the game. Keep in mind, characters will not level up in *Death Crawls West* until the end of the adventure, but players should keep a running tally of earned XP.

Random Day Encounters on the Trail

1. Bess Chambers and a few of the other ladies want to learn how to shoot. Their menfolk ain’t too happy about it.
2. Bill Jeffers broke his arm trying to fix his wagon’s axle. The Reverend Halpern helped patch him up, but they’re worried about an infection setting in.
3. Clean your rifle barrels out. Nate Henstridge went to shoot at one o’ those rat-tailed buzzards and found his gun packed full of roaches.
4. The ground begins to tremble. The settlers cry

out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the wagon train resumes its march, but folks are scared, that's fer sure.

5. Heard some explosions a few miles to the east. Jed Rawlings said it was probably miners.
6. Jed Rawlings yelled at Sonny Mattias for loafing. Good for him. Everyone needs to do their part if we're gonna make it to Whitaker's Valley.
7. Laney Palmer and Christine Shafer got into a spat over laundry. Seems someone's clothes got mixed up or something.
8. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the wagon train resumes its march, but folks are scared, that's fer sure.
9. Shorty Gellingham climbed on top of one of those dirt mounds to have a looksee and almost got bit by a rattler. Bet he won't be so quick to leave the trail again.
10. Slim Newsome was scouting the trail and got crushed by a boulder. The boys with him said it fell outta the sky, but that ain't likely. They stayed back with the Reverend to bury him, but they caught back up with the train before nightfall.
11. Stan Relson's packhorse was loaded down too heavy. He was told, but damned if he'd listen. It finally stopped and refused to move so he whipped it to death. Stan Relson's an idjit.
12. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the wagon train resumes its march, but folks are scared, that's fer sure.
13. The boys went hunting antelope yesterday and came across some funny tracks. Said they looked like wolves or coyotes, dragging their hindquarters behind them.
14. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the wagon train resumes its march, but folks are scared, that's fer sure.

15. The Millinghouse boy is a quick study. Youngster's learnin' how to drive a wagon all on his own, and him not twelve years old.
16. The noonday meal was pretty sparse. Cook said roaches had gotten at the meat again.
17. The sun was relentless. Some folks ain't used to the heat and are hidin' out in the wagons while other folks is doin' work. That ain't gonna sit well.
18. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the wagon train resumes its march, but folks are scared, that's fer sure.
19. You passed by a natural spring today, but there was bones all around it. Even so, you had to fight the horses to keep them from drinkin'. Stupid animals.
20. You saw Miss Patty Goins cryin' again. No one, not even her husband, Ian, knows what she's so upset about.

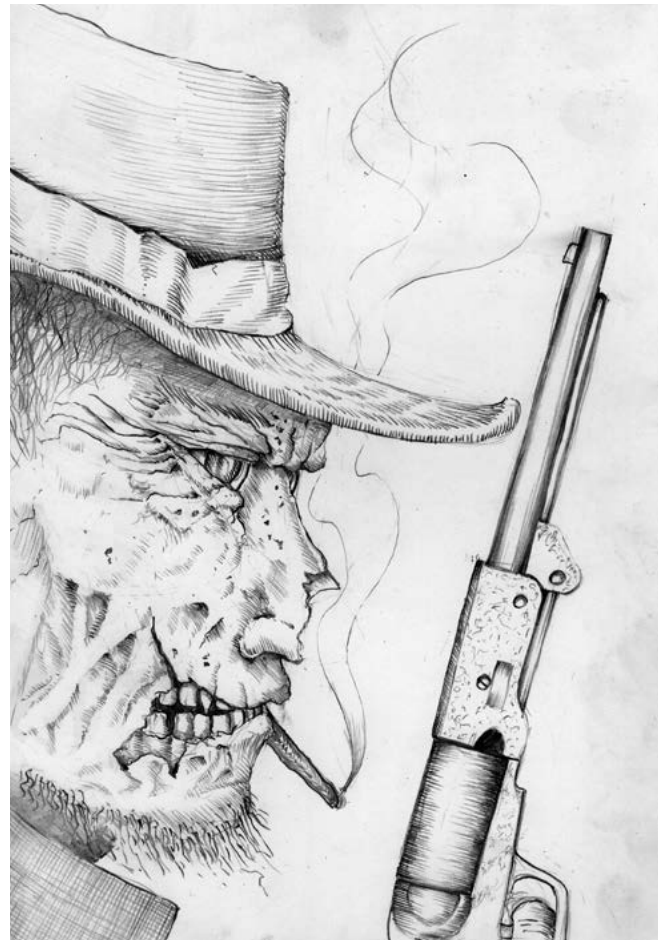
Random Night Encounters

The following encounters can be inserted to spice up happenings at the nightly camp. The Judge can finish the encounter with the phrase “. . .Otherwise, the night passes uneventfully.”

1. A blood-curdling shriek wakes the entire camp. The settlers arm themselves and wait for an attack, but it never comes. It's not so easy to get back to sleep after that. Tomorrow's gonna be a long day.
2. A few horses went missing in the night. Might've been Comanches. Might've been something else.
3. George Gambrel's got himself a family band! His wife and daughters sing, the son-in-law plays the fiddle, and George can bang the drums. Even the littluns can clap a set o' spoons. Sure will be good to hear that sound when we finally reach the valley.
4. Jenny Sadler turned some heads at the dance tonight. Her pa didn't like it none. I expect there'll be trouble before this trip is done.
5. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and

the settlers return to sleep, but folks are scared, that's fer sure.

6. Mr. Wisenhurst is fit to be tied. Someone killed and ate another one o' his pigs last night. Tonight he's got his scattergun and he's sleeping in the pen with 'em.
7. No one's feeling much like socializing tonight. The Thatchers and the Bottlers have a stomach bug. Got it comin' outta both ends. I sure hope it don't spread. That would be a disaster.
8. The Reverend Halpern's dinner blessing touched a nerve tonight. He spoke out against drinkin' and gamblin', and it's aimed at some boys who have taken to doin' both at night.
9. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the settlers return to sleep, but folks are scared, that's fer sure.
10. Somethin' strange about all these roaches we been findin'. Bugs are part of life on the trail, I get that, but I ain't never seen nothin' like this.
11. That French chef Claude Boulet cooked up an excellent stew tonight. Said it was a family recipe. I'll be happy to have more o' that.
12. The camp dogs are tryin' to get to the chickens and other stock. There's not much leftover food and they're gettin' hungry. Jed Rawlings is talking about shootin' them all.
13. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the settlers return to sleep, but folks are scared, that's fer sure.
14. The old man Hop Crabtree showed a couple of youngsters how to make a fire with just two sticks. Them boys'll probably set half the camp on fire now.
15. There was roach parts in the potatoes tonight. Made a couple of the softer folks sick. Cook was real sorry about it. Said there weren't nothin' he could do about it, and he's probably right, but most of the folks are sore at him nonetheless.



16. There's a few grumbles in camp. Some folks are even talking about turning back.
17. The ground begins to tremble. The settlers cry out in panic as dogs bark and horse snort and stamp their feet. After a time, the trembling stops and the settlers return to sleep, but folks are scared, that's fer sure.
18. *To the character with lowest Luck:* A cockroach crawled into your ear while you slept. You could hear it jumping around until you shook it out. You barely slept a wink afterward.
19. *To the character with the highest Intelligence:* You are looking up at the moon when a dark, winged shape passes in front of it. None of the other settlers saw it.
20. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the settlers return to sleep, but folks are scared, that's fer sure.

ENCOUNTERS

The Judge's Map indicates where the following encounters occur along the trail to Whitaker's Valley. The Judge may insert additional encounters and locations as needed. The following terms are included with each entry.

Italicized Text: The italicized text is meant to be read aloud. Unless otherwise noted, it is assumed that more than one character is experiencing the encounter given in the italicized text. The pronouns you, your, and yours apply to the entire group.

Monster or NPC: The stats for the monster(s) or NPC(s) encountered.

XP Award: This is the number of Experience Points that can be earned for the encounter. The Judge may award more XP, depending on how events unfold. Remember that characters should not be allowed to level up until finishing the adventure.

Exposure to the Weird: For multi-session games, keep track of the characters that experience these events. They may give Judges a reason to allow a deceased character to return from the dead at the end of the adventure as one of the classes that would support this. For other characters, it may give them reason to pursue certain classes when they level.

Character Role: This is the suggested camp task the characters should be following when the encounter occurs.

RANDOM ENCOUNTERS

It takes approximately three weeks for the wagon train to reach Whitaker's Valley. Each week the PCs spend on the road they encounter (1) Camp Encounter, (1) Trail Encounter, and (1) Monster Encounter. The authors suggests rolling 1d7 for each encounter at the start of the week to help determine the number of days that pass to help factor any natural healing characters receive. Random encounters are marked on the Judge's Map to help them keep track of events. This means that by trail's end, the PCs should have encountered (3) Camp Encounters, (3) Trail Encounters, and (3) Monster Encounters, in addition to any encounters that occur at the Set Locations (see below).

Each of the following Random Encounters can only happen once.

An * is placed next to each encounter that works well for convention play.

CAMP ENCOUNTERS

The following events happen after the wagon train makes camp for the night. Roll 1d6 and consult the table below.

Camp Encounters

1. The Wailing Woman*
2. Immolation
3. Know When to Fold 'Em*
4. Lookee Here
5. Promised Land
6. Will o'Wisps

The Wailing Woman

Exhaustion sets in after a long hot day on the trail. The desert cools down as night falls and your bedroll does little to keep out the chill. A coyote...or something worse howls in the distance as you settle in for some much-needed sleep.

One or more of the characters will be on watch when, out of nowhere, a ghost manifests behind one of the characters on watch. Read the following once the character is determined.

You're taking your watch helping to protect your fellow settlers, when a sudden scurrying gives you a start. With your weapon drawn, you walk the perimeter of the campfire, finding the source of the disturbance. With a well-aimed rock toss the coyote darts away with a high-pitched whine. Turning to head back to your stool you find yourself face to face with a horror straight out of your nightmares. A ghostly figure hovers within a foot of you and would be eye to eye if her head was not tucked neatly under her arm, the bloody stump of her neck steadily streams crimson down her neatly pressed blue-trimmed ivory dress. Your eyes move down to her head and lock eyes for a brief instant, and then, her mouth slowly opens as if she's trying to speak, but instead a banshee-like wail hits you harder than a mule kick to the tenders!

Character(s) are surprised by the spirit and must immediately pass a DC 11 Grit check in addition to



a DC 12 Reflex save to avoid being knocked to the ground from the ghostly wail. The ghost screams for two rounds before vanishing, unless successfully attacked first (AC 10).

All sleeping characters will awaken from the scream, having just had violence-infused nightmares. This encounter can run for several nights before characters begin to suspect the ghostly woman is trying to communicate something. Any character who asks around about the ghost's appearance will spot Rath Bentley later the next day hanging clothes up on a line, with one piece of clothing resembling the ivory dress trimmed in blue the ghost wears. If questioned about the dress, Rath will do his best to choke up about Lilly, his wife, who passed, who passed just before the settlers began their journey. Players studying Rath as he talks may attempt a DC 10 Intelligence check to detect something being "off" about his story.

If the PCs snoop around Rath's wagon without confronting him: Rath murdered his wife shortly before setting out on the trail and keeps her head in the false bottom of a clothing chest in his wagon. If the PCs investigate the wagon, they find the chest mysteriously overturned and the woman's dried and shriveled head spilled onto the floor. A few cockroaches scatter out of the decapitated head's mouth across the wagon floor as the characters approach.

If questioned before investigating his wagon: Rath is on to the characters and will assume they will come nosing around his wagon on the outskirts of the camp. Characters returning at night will find a form on the cot in the wagon quietly sleeping. The figure is actually the dress of his murdered wife, stuffed with pillows, the decapitated head of his wife resting loosely on the pillow.

Once discovered, Rath will toss a torch, match, or lantern (whatever fits the moment) from behind, catching the oil-soaked ground all around the wagon on fire. Characters within 5' of the wagon must pass a DC 10 Reflex save to avoid catching fire (1d6 damage each round until a full-round action is used to put out the fire). Rath will then try to escape into the dark of the night.

If captured, the settlers imprison him in a wagon until they can hand him over to the proper authorities.

Rath Bentley: Init +1, Atk Bowie knife +1 melee (1d6); AC 11; HD 1d4; hp 4; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +1; Path POD +3; half empty bottle of whiskey, lock of woman's hair, woman's cameo brooch, \$4 cash.

If Rath Bentley is exposed: The following night, the unnerving headless corpse will speak instead of wailing.

"You now know of my fate at the hand of that cruel devil of a man. He married me and swindled me out of what remained of the small inheritance my previous husband left for me before he died at Gettysburg. Rath decided he'd murder me once word of the settlers heading for the valley broke. I have one last request of you. I'll never find my peace until my remains are united and buried together. There's a woman in these parts; she's known as the dead-talker. You'll know her when you see her and

her posse as they're an odd bunch. Carry what's left of my head with you til' you run across her and tell her my story. If anyone can find my body and put me to rest, it's her."

XP Award: 1 if Rath is discovered, captured, or killed

Character Role: Wagon Tender

Immolation

Another hard day on the trail ends with the nightly meal around the fire. Hal Peterson breaks out his mouth-harp and twangs a lively tune while a few of the young-uns get up and dance. Hands clap a rhythm and smiles appear on weary faces. It's a good thing to see. The only one who's not enjoying the merriment is Dan Cutler. You overhear a few folks who are staring at him mention how 'Dan's has been a scratchin' a lot lately and slacking off from his trail duties.

As if on cue, Dan rises and shudders and twitches, collapsing to the ground and barely missing the fire. His body convulses as he foams at the mouth. You rush to help the poor fella out and soon the seizure passes. Starla, Dan's wife, thanks you for helping her ailin' husband and asks if you can help him to their wagon so she can get him cleaned up and put to bed. "He ain't been right since we left the fort," she says. "I'm worried he's coming down with the flu, and he's obsessed with cleaning our wagon." She pauses before going on, "He keeps talking about roach-bugs comin' to visit him at night a whisperin' vile things!"

Characters helping Starla get Dan to his wagon safe will be offered some biscuits covered with cinnamon and sugar she made before they return to the campfire. A few hours later, just as the last folks say their goodnights, Dan returns.

Just as Emma and Jake bid you a restful night, you're startled to see Dan standing, staring blankly at the fire. He's wearing his bedclothes, that are covered in a spray of crimson gore. In one hand he holds a gleaming Bowie knife, while the other looks to be holding a bloodied heart. He twitches in a way that would make you think he was on the end of marionette strings, his sallow face rolling back before snapping back to take you in.

"If you let 'em, they'll take you places. Whisperin' in yer' ear once they burrow deep, scurrying around and stirring up madness in the soul! They showed me what's waiting for me..." he pauses as he gazes at you piercingly, eyes filling with tears, "...what's waitin' on all of us once she

rises from her tomb. Ya'll have to forgive me, Starla's too Godly to suffer these pains. Ain't nothing left for me to do but cleanse my soul, for the Devil's got a hold of me."

With that, Dan jumps into the flames of the campfire, screaming as the flickering pyre catches his clothing, setting it aflame. People recoil in horror as the man's skin crawls with hundreds of coin-sized objects trying to find refuge from the fire. Suddenly, Dan vomits a gout of crawling roaches that spill out into the fire, crackling like corn in a skillet! Any investigation of the couple's wagon will reveal Starla's murdered corpse crawling with roaches.

All characters must make a DC 8 Grit check. If the PCs rescue Dan, his body is so badly burned that he dies in 1d3 days and is buried beside the trail. The mood among the settlers becomes so grim that all die rolls suffer a -1 penalty in the next Random Encounter. **Judge's Note:** The chef doctored Dan's chow, but instead of sedating Dan and making him an easier target for the reverend, it drove him insane.

XP Award: 1

Character Role: Wagon Tender

Know When to Fold 'Em

A group of settlers is playing cards and drinking whisky at night after the Reverend Halpern goes to sleep. The PCs are invited to join, as is the trail hand, Russ Daggett (if he is still alive*). Wagers start friendly with pots rarely reaching more than a dollar or two, but after a few nights, a former Union Army sergeant named Paul Holcomb accuses a drunken Russ Daggett of cheating. This is a huge insult in the West and cannot be ignored.

*If Daggett is already dead, Paul Holcomb accuses the gambler, Thurmond G. Willoughby, of cheating, with the same results.

The boys have been at it all night, bending elbows (drinkin' whiskey) and playin' poker in Shorty Pickens's social tent—no one would dare to call it a saloon, but that's pretty much what it's become. As camp guards, you've had to tell them several times to quiet down. If the Reverend Halpern wakes up, there'll be Hell to pay.

Paul Holcomb is drunk. He's had a bad run of cards and ain't thinkin' straight. Now he's started jawjackin' with Rawlings' man, that ornery cuss, Russ Daggett. To make things worse, that sly gambler, Thurmond*

Willoughby, thinks it's funny to be eggin' them on. He's a clever fella' who's good with words, so just about every time he opens his mouth, one or the other looks plumb ready to fight.

Finally, what everybody knew was gonna happen happens. Paul Holcomb throws his cards down and calls Russ Daggett a cheat. The two men stand up, hands hovering over their guns, and a hush falls over the tent. Paul was a bluecoat sergeant during the war and he's a good hand with a gun when he's sober, but he's drunk now and that Russ Daggett's* got a mean streak a mile wide. Someone's gotta speak up before the shootin' starts, but who's it gonna be?*

Daggett* challenges Paul to draw. Characters making a DC 16 Personality check can convince Paul to make an apology. Otherwise, Daggett* draws his gun and kills Paul. If Paul apologizes, Daggett shoots and kills him later that evening, then plants a pistol in Paul's hand. The settlers want to hang Russ, but Rawlings convinces them that Russ only acted in self-defense.

After the encounter is resolved, Thurmond G. Willoughby approaches the PCs and says:

"For the record, I don't think Daggett was cheating. Not unless he's a lot more than he appears to be, which I feel is unlikely. I once knew a woman who could really make the cards dance. In all the saloons, in all the parlors, on all the riverboats I watched her play, I never saw her lose her stake. There was something strange about her for sure, if you know what I mean. Some folks say she'd been kissed by Lady Luck. Whatever the case, Lady Luck was certainly on her side."

Judge's Note: To simulate a poker game, have characters roll 5d14. Treat a 1 as an ace, an 11 as a jack, a 12 as a queen, a 13 as a King, and a 14 as a joker (or wild card). Make the best "hand" from the rolls. It's not exact, but it is quick and dirty. "Cheaters" can make a Luck check. A success allows you to re-roll one of your dice. Failure means that at least one person at the table had their eagle eyes on you and noticed the sleight of hand.

Paul Holcomb: Init +1, Atk pistol +1 ranged (1d8); AC 12; HD 1d4; hp 4; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +1; Path POD +1; bottle of gin, (2) Colt Navy, 8 pistol bullets, playing cards, dancer photo, \$7 cash.

Russ Daggett: see Major NPCs

XP Award: 1 if the characters get Russ to apologize

Character Role: Camp Guard

Lookee Here

At camp one night, you see a settler named James Mayhew oiling a strange-looking metal star with five retractable blades, each about a foot long.

"You like it?" James asks. "Got it from one of those inventor types who was down on his luck and needed some quick cash. Fella by the name of Zimbo Zed. A little crazy, that one, and trouble always seemed to follow him around, but he knew his craft. This here weapon's got the perfect weight and balance. Called it the Boomstarang. Said it was half star, half boomerang, whatever'n tarnation that is. Lemme show you how it works."

With that, James stands up, puts on a chain-metal glove, and hurls the weapon into the night. The Boomstarang makes a whistling sound as it sails out in a straight line, then loops back toward him. James takes a few steps to put himself in its path, then catches the weapon in his gloved hand. His grin is infectious.

A few settlers watching the spectacle applaud the catch while others give dark looks, shake their heads, and mutter under their breath.

A settler named James Mayhew shows the PCs a weapon called the "Boomstarang" which he bought from a traveling carpetbagger. The Boomstarang is a weapon of bedlamite design. It resembles a metal star with five retractable curved blades, each as long as a dagger. The Boomstarang always returns to the hand of its thrower after it successfully strikes a target. Any hit strikes the target with 1d4 blades doing 1d5 damage per blade. However, any miss requires the thrower to make a DC 16 Agility check. Failure means the Boomstarang misses the chainmail glove and hits the thrower for normal damage. The Boomstarang may have additional powers or uses, at the Judge's discretion.

James is killed during the next battle and the PCs may pick up the chainmail glove and the Boomstarang—the other settlers are too afraid to touch it. It must be cleaned and oiled regularly to remain serviceable.

XP Award: 1 if the Boomstarang is recovered

Weird Exposure: None, but this could serve to have a curious character pursue the bedlamite class.

Character Role: Wagon Tender



Promised Land

At the evening meal, the Reverend Halpern gives a sermon quoting the Ten Commandments from Deuteronomy 27:3.

“And thou shalt write upon them all the words of this law, when thou art passed over, that thou mayest go in unto the land which the Lord thy God giveth thee, a land that floweth with milk and honey; as the Lord God of thy fathers hath promised thee.”

Reverend Halpern ends the sermon by applying it to the wagon train and the journey to Whitaker’s Valley.

Reverend Halpern is using his Elder Blessing to sway the congregation. 1d12 members of the congregation are brought under the Reverend’s power. These folks will throw away their lives in defense of the Reverend and count as ‘cultists’ for the artifact that Reverend Halpern holds. Claude Boulet’s food has been slowly sapping the will out of the campers, making them more pliable for the Reverend. PCs that stop to listen to the sermon must make a DC 10 Willpower save or suffer a -1d penalty in any encounter with the Reverend for the next 24 hours. If they’ve eaten any of Boulet’s food, the DC is 12.

The next day all the good folks listening to the sermon find their bed clothes and gear infested with cockroaches.

Character Role: Wagon Tender

Will o’ Wisps

You are standing watch tonight when ghostly lights begin to blink in the darkness, twinkling like giant fireflies. The sound of children’s laughter drifts across the hills. A woman named Wilma Castleberry has just brought water to you and the other camp guards. She draws her shawl close and stares fearfully into the night.

“Some kids must have gotten past you,” she says.

A settler named Cliff Gravelsy has just woken up to answer Nature’s call. He peers into the darkness and shakes his head.

“Them’s ghosts, ma’am,” he says. “I spoke to a skull-maiden one time who told me to steer clear of what she called “lanterns in the night” or else they’d lead me into trouble. I’m a headin’ back to bed. G’night ma’am.”

“I don’t believe in ghosts, Mr. Gravelsy,” Wilma says. “Those are children. Listen to them. You can’t just leave them out there!” She looks frantically at all of you and

says: “What kind of men are you?”

While on night watch guard duty, the characters see ghostly lights dancing in the darkness and hear the light laughter of children. If the characters ignore the lights, they eventually disappear. In the morning, all children are present and accounted for and Wilma Castleberry apologizes to the PCs.

Any PCs attempting to locate the “children” unnecessarily put themselves in danger but take a step down the Path of Righteousness. As they venture out into the night, they are attacked by the dancing lights for one round and must make a DC 12 Fortitude saving throw or be blinded for 1d8 rounds.

The blinded character with the lowest Luck must make a DC 9 Reflex saving throw or fall 30’ down (3d6 damage, ½ with a successful save) into an open sinkhole and lands on a large anthill. If the fall itself doesn’t kill the character, they die screaming, covered in a swarm of red ants.

XP Award: 1 if attacked by the lights, 2 if the blinding saving throw is successful

Character Role: Camp Guard

TRAIL ENCOUNTERS

The following events happen as the wagon train makes its way down the trail towards Whitaker’s Valley. Roll 1d6 and consult the table below.

Trail Encounters

- *1. Alien Meteor Shower
- 2. Bad Medicine
- 3. Hasenfeffer
- 4. Deliver Us From Evil
- *5. Skywagon
- *6. Wayward Mare

Alien Meteor Shower

As your scouting party picks its way across the rough terrain, the sky turns cloudy and gray, and storm clouds gather on the horizon. Lightning flashes in the distance and thunder rumbles above. Suddenly, dozens of tiny meteors streak out of the clouds, disappearing into the hills surrounding you. One whistling meteor streaks low enough to garner screams from the caravan as it pierces one of the covered wagons before colliding into a mound of boulders, exploding and showering you with debris.

You proceed cautiously ahead, topping the ridge to see a smoldering crater in the ground below. Large, broken pieces of strange glowing metal lay scattered around the hole. It's as if the meteor exploded on impact. The air smells strongly of sulfur and your horses seem unnerved, snorting, stamping the ground, and shying away.

Cursory inspection of the broken shards reveal unreadable runes and strange pictographs engraved in the stone. Gazing upon the metal forces a DC 9 Willpower save. Success means the character sees a bas-relief of stylized eyes, looming pyramids crackling with eldritch energy, and hideous giant glowing slugs.

Failure means the character loses 1d4 Grit points as they have seen the end of all things. The obsidian meteors are alien transports piercing our dimension from that of the Elder Gods and contain 1d6 slug-like alien life forms.

The creatures move with startling speed and attempt to crawl onto a character and force their way down their victim's throat. Characters closest to the meteor are attacked first and must beat the space slugs on an opposed Agility roll. Failure means the slug begins to force its way into the character's mouth, which will force an opposed Strength roll on the following round. Failure means the character succumbs to the mind control of the space slug and begins attacking those closest to them while screeching some unintelligible language that causes all within hearing range to develop nose bleeds.

Judge's Note: there is a 50% chance one of the slugs slithers away towards the camp and attacks/takes over a cow which will then attack on the following night during chow. Judges should make the man-eating cow as horrific as possible.

Space slugs (6): Init +3; Atk SP (possession); AC 12; HD 1; hp 1; MV 40; Act 1d20; SP possession; SV Fort -2, Ref+3, Will 0; Path POD.

Possession: Targets must pass an opposed Agility roll to catch the slug before it reaches their mouths, effectively squishing it. Failing the save results in an opposed Strength check on the following round with failure resulting in the slug forcing its way down the victim's throat, resulting in the victims mind being devoured and the body taken over and directed to attack the closest ally.

XP Award: 1 for surviving.

Weird Exposure: Characters making the meteorite shard save may find themselves drawn to the dark research that leads to the occultist class.

Character Role: Advance Scout

Man-Eating Cow: Init +1; Atk slam melee +1 (1d4), tongue grapple +1 ranged, bite +1 melee (1d8); AC 12; HD 3d8; hp 16; MV 30; Act 2d20; SP slam, tongue grapple; SV Fort +3, Ref 0, Will +2; Path POD +2.

Slam: Characters struck by a slam attack are knocked prone.

Tongue Grapple: Characters struck are knocked prone and must pass an opposed Strength check with their next available action to avoid being constricted by the tongue and pulled into the cow's mouth. Anyone pulled to the mouth suffers an automatic 1d4 damage from the cow's masticated gnawing at the end of each of their rounds after failing the opposed Strength check until they escape. They may repeat the opposed Strength check as an action at the start of their turn in initiative to try and escape.

Bad Medicine

You wake up late into the night with your stomach in distress, causing you to stumble half-dressed to the edge of the wagon circle. You barely have time to drop trow before you vomit and lose control of your bowels at the same time. After you're finished, weakness washes over you in waves, forcing you to lean on a wagon for support. As you wipe rank sweat from your forehead, your first thought is the dreaded dysentery, which has left settlers dead on trails all across America. You look around and realize that several settlers in the camp are in a similar state. Well, not everyone. Standing next to the chuck wagon, you see the French cook Claude Boulet surveying the camp with a look of worry.

The characters must pass a DC 10 Fortitude save or become violently ill, causing the wagon train to stop for two days. All affected character's die rolls suffer a -2d penalty during this time. Each player's character with the lowest Luck character must make a DC 12 Fort save or suffer 1d5 temporary Stamina loss each day until the save is passed or the character reaches 0 Stamina, in which case they burst in a gory spray of infection and roaches. Characters passing the save are instantly restored to their starting Stamina score.

Claude is one of the few who does not become sick and if confronted, he covers his mouth with

a bandana and shows the players a barrel of flour, claiming the food must have been spoiled by roaches. Claude has an allergy to wheat; thus he did not partake of dinner that night. He offers to mix a remedy for stomach pain if the PCs agree to gather the proper ingredients.

"I had a friend in New Orleans who could mix a cure for any ailment," Claude says in heavily accented English. "Warm compresses for cuts, drinks that could clear the head, and cold creams for rashes—even the worst ones acquired in the French Quarter brothels. People came from all around to sample his wares. If you can gather me up enough sage flowers, red mushrooms, and prickly pear cacti, I can brew a tea that can ease the pain in the bellies of you and the other settlers."

Claude has a sample of each ingredient to show the PCs. If they venture out into the wilds, they quickly acquire enough for Claude's tea. However, they are attacked by a pack of brush spiders on their return trip. The tea smells and tastes horrible, but anyone who drinks it may make a DC 8 Fortitude save to recover from the effects.

Brush spider (8): Init +1; Atk bite -1 melee (1); AC 12; HD1d2; hp 1, 1, 1, 1, 2, 2, 2, 2; MV 20; Act 1d20; SV Fort -2, Ref +1, Will-2; Path POD.

XP Award: 1 (2 if the PCs fight the brush spiders and help Claude collect ingredients).

Weird Exposure: If the lowest Luck character dies, the Judge may allow the character to come back as a Tommyknocker.

Character Role: Wagon Tender

Hasenfeffer

A single shot rings out as the wagons plod through the broken countryside. Startled, you draw your guns and search for the shooter only to see a group of armed settlers laughing and walking next to the chuck wagon. The gambler, Thurmond G. Willoughby, is with them, pointing to the brush to one side of the trail. He sees you watching and shouts: "Horned jackrabbits! They're fast as lightning! I've got five dollars for any who can hit one! And I'll pay three dollars if you can bring back its hide. You think you're up to the task?"

You look to where he is pointing and see half a dozen motley-colored rabbits with jagged buckteeth, patchy fur, and a row of spiny quills down their backs. The

rabbits move quickly between the rocks chasing a doomed lizard, only briefly exposing themselves. Ugly creatures for sure, but the chance to win five dollars is tempting...

The horned rabbits are AC 18 (because of their speed and a camouflage ability) and each has 1 hit point. The characters have two rounds to fire before the rabbits disperse. The corpse of a dead hare expels a putrid gas within a 10' radius if disturbed. Those caught in the area must make a DC 9 Fortitude save or fall prone and begin vomiting and twitching on the ground for 1d3 rounds. The gas sends the remaining hares into a frenzy giving them a +2 leaping gore melee attack that inflicts 1 point of damage.

At the end of the encounter, Willoughby happily pays out what he owes saying:

"Well done my rugged friends, and here is your reward. A true gambler lives and dies by the wager and always pays his debts. To do otherwise is to risk the disfavor of Lady Luck."

XP Award: 0 (1 if they shoot a hare or 2 if exposed to the gas).

Character Role: Wagon Tender

Deliver Us From Evil

You are helping to drive the wagons when you see the Piping girl, Dorothy, stop to pick a flower in a rare patch of green grass beside the trail. Suddenly, the child cries out and shakes her hand, flinging a deformed, eight-eyed caterpillar onto the ground. The girl falls to the ground and immediately begins convulsing. The bite has turned her hand black and swollen.

The poison works its way through her system and there is nothing anyone can do except help make her comfortable in her family wagon.

That night at camp, Reverend Halpern does his best to console the distraught Piping and calls for the entire wagon train to hold a prayer vigil until morning. The Judge should get a head count of any PCs that attend the vigil and then read the following:

The camp is quiet that night, except for the tearful sobbing of Mr. and Mrs. Piping heard from their wagon. Settlers surround the wagon until dawn, holding candles and offering prayers. Every man and woman

here has accepted that death on the trail is a possibility, but the death of a child hits hard.

As the first light of dawn breaks the horizon, you see a flash of light rise above the Piping wagon and disappear into the morning sky. You must be plumb tuckered out because you'd swear that light had the look of an angel flying straight up to Heaven.

Just then, a scream erupts from inside the wagon and everyone fears the worst. But then voices lift up praise and thanks to the Almighty. A few moments later, Reverend Halpern steps out of the wagon, holding little Dorothy Piping by the hand. Her parents follow close behind, overcome with joy.

"The girl is healed," Reverend Halpern says. "It's a miracle. A miracle. Blessed be the Lord our God and thank you all for your prayers this night!"

The stunned settlers erupt in cheers and hugs as the camp comes together to rejoice.

The little girl Dorothy Piping is unfazed by the ordeal and confused by all the attention. The blessings of the Elder Gods do not come without a price, however. The girl will appear to be healthy and full of life but become paler and bloated looking after a few days. In 1d30 days the girl explodes, showering anyone within 10' with blood, bone, and ravenous cockroaches that do 1d6 damage per round until those exposed can take an action to clean themselves of the mess.

XP Award: 0 (1 if the PC attends the prayer vigil)

Character Role: Wagon Tender

Skywagon

"What in tarnation is that?" a teamster named Jason Howell says, pointing into the sky. Shading your eyes with your hand you see a strange-looking hot-air balloon floating in the distance.

The balloon is bright red, with an intricately carved, brightly painted wagon serving as the gondola. The words "Dr. Charlie's Effervescent Elixirs" is painted on its side and two mules hang in a sling underneath, twirling around in the breeze. A pair of gaudily dressed fellows on the roof of the wagon operate a furnace and bellows that emits an occasional burst of fire, keeping the balloon aloft.

The men appear to be trying to out fly a large flock of

vultures. Closer inspection reveals these creatures are anything but vultures! Screams pierce the air from their very human, feminine heads, while long arms dangle below wings that keep them in flight. The balloon is no match for the flock, and as if in preparation for a final stand, it begins a quick decent as one of the men fires lightning from a blunderbuss at the cackling creatures. As one creature crosses the path of the weapon, its smoking carcass plummets to land on the ground in front of you. It has the head of one of the ugliest females you've ever seen attached to a vulture's body. Its long gangly arms flail as it takes a final breath.

Characters can attempt to aid the men on the balloon by firing off ranged attacks; however, missed shots have a 50% chance of striking the balloon and puncturing it (AC 10). Striking the balloon only causes it to descend more quickly. When the encounter begins, the balloon has descended to within 100' and drops a further 30' each round unless punctured, in which case it drops 60'. The balloon will eject a plume of air at the last minute to prevent a crash landing.

Those helping the balloon pilots will be rewarded with a basket of poultice (1 per character aiding the men). Each poultice has two doses and heals 1d4 damage. The basket is dropped from above with a miniature parachute that delivers it safely to the ground below. Along with the poultice are handbills for a new show that reads: "Coming Soon: Dr. Charlie and Greg the Gearman's Dodgery-Do and Traveling Distillery."

The skywagon eventually disappears over the horizon, but is the subject of much talk among the settlers.

Wych-harpies (8): Init +3; Atk talons +1 melee (1 point); AC 12; HD 2d8; hp 15, 6, 12, 9, 10, 7, 15, 9; MV flight 30'; Act 1d20; SP snatch and grab; SV Fort +1, Ref +2, Will +2; Path POD.

Snatch and grab: if two wych-harpies successfully attack one target, they immediately lift them 30' into the air and drop them for 3d6 falling damage.

XP Award: 0

Weird Exposure: None, but this may lead curious characters down the path of the mountebank or bedlamite.

Character Role: Wagon Tender

Wayward Mare

While scouting the trail ahead, you see a dapple-gray mare with a weathered saddle. The horse appears skittish and reluctant to approach, but you know enough about horses to see that it's lonely for human company. It's a fine-looking animal that seems to be well fed and taken care of.

The horse belonged to Sheriff Cole Hanlon, who was killed while trailing the outlaw Jose Lazarro (see Luchador Canyon, below). The PCs may make a DC 10 Personality check to approach the horse and grab its bridle. A pouch on its saddle contains a canteen, bedroll, rifle in a scabbard, a rolled up Wanted poster depicting the face of Robert "Fitzzy" Fitzgibbon a.k.a. Russ Daggett (\$100 reward) and a rolled up Wanted poster depicting the corpse-like face of Jose Lazarro.

MODEL	TYPE	AMMO
1868 Sharps Rifle	Single Action	50/cartridge
DAMAGE	LOAD	ROF
d14	1 shot	1
RANGE S/M/L	RELOAD	CONCEALMENT
50/200/600	3 rounds	-1d

XP Award: 0 (1 if the horse is caught).

Character Role: Advance Scout

MONSTER ENCOUNTERS

The following Monster encounters occur at various times during the journey. If you are running a home game and you need to inject some action, Roll 1d6 and consult the table below. In a game that has a set time limit, use the chart as you need to stretch your time or ignore it if you are running short on time. The Tuupe Kwasinabo Attack is the only Monster Attack that can occur more than once (otherwise, re-roll duplicate results). For Con games it is suggested that judges use the encounters marked by an asterix.

Monster Encounters

1. Book of Bleeding*
2. Broken Wolves
3. Brush Spiders
4. Locust Plague
5. Texas Crude*
6. Tuupe Kwasinabo Attack*

Book of Bleeding

You are standing watch at night when you hear a woman's screams coming from inside a wagon. As you approach, Mrs. Gertrude Meiser, wife of the liveryman Karl Meiser, rushes out of the wagon in her nightclothes.

"He's dead!" she screams. "He's dead, he's dead, he's dead!"

Gertrude is distraught and can offer no useful information. Her husband is lying in their wagon bed with his throat sliced cleanly. There is a surprising lack of blood on the sheets or anywhere else, including the victim. Any character who makes a DC 10 skill check (d10 with no related occupation, or d20 should a character have a related occupation that would have investigation based skills) finds a few drops of blood leading out of the wagon, across the ground, and up to the wagon of the butcher Finneus Shane that is parked nearby.

Shane is present (also in his nightclothes) and if awakened, is confused and protests his innocence. He allows the PCs to search his wagon if they insist.

The book needs to feed every few months. Unfortunately, it snuck out of Shane's wagon tonight and killed Karl Meiser in his sleep.

Inside Shane's wagon, the characters locate a drop of fresh blood on the handle of a trunk of old dusty books. Finneus Shane came west with a trunk of old books handed down from his grandfather.



Unbeknownst to him, one of these books is a bloodsucking monster posing as a butcher's tome entitled "Choice Cuts." The carnivorous book is resting inside the trunk, stacked on top of several others. If the PCs sort through the books, they discover the pages of the carnivorous book are wet with blood just before the book opens its eyes and attacks with surprise during the first round, trying to shred the PCs with its unusually sharp pages.

Carnivorous Book: Init +3; Atk sharp pages +1 melee (1 point); AC 16; HD 3d8; hp 15; MV flight 15'; Act 1d20, 1d16, 1d14; SP blood drain, fire vulnerability (fire does 1d6 damage per round); SV Fort +4, Ref +1, Will+2; Path POD.

Blood drain: on a successful strike, characters must immediately pass a DC 8 Reflex save to avoid an additional 1d3 damage as the pages drain their victim's blood.

XP Award: 2 (if the carnivorous book is discovered).

Weird Exposure: Characters may become interested in pursuing the dark path of the occultist after this encounter.

Character Role: Camp Guard

Broken Wolves

You are scouting the trail ahead of the wagon train, clearing debris and trying to head off possible trouble. As you stop to take a drink of precious water from your canteens, a howl cuts through the air, echoing off the sides of the ravine. It is answered by another and then another. You are surrounded!

A half-dozen malformed wolves with muscular shoulders, patchy fur, and tentacles serving as hindquarters drag themselves out from behind the rocks. Their lips are pulled back showing pointed teeth as slaver drips from their snarling mouths.

Broken wolves drag themselves along in short bursts of speed, moving faster than a human can run. They are ravenous and attack until half or more of their number are dead.

Broken wolf (6): Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d8; hp 3, 4, 4, 5, 7, 8; MV 20' or 40'; Act 1d20; SP speed burst (every other round may move 40'), trip attack; SV Fort+3, Ref+2, Will +1; Path POD.

Trip attack: every attack forces the target to make an Agility check to remain on their feet, with failure resulting in falling prone.

XP Award: 2

Character Role: Advance Scout

Brush Spiders

You are scouting ahead of the wagon train when the tumbleweeds to either side of the trail move of their own accord! Your horses whinny and snort, forcing you to hold on to the reins as dog-sized spiders that look like scrub-brush scramble up their legs. Terror grips your heart as the arachnids' eyes reflect in the light, sinister emerald pin-pricks intent on an easy meal.

The brush spiders scramble up the horse's legs, causing the horses to rear and forcing the PCs to make a DC 10 Agility check to stay mounted. Anyone thrown from a horse suffers 1d2 damage from the fall. The spiders retreat if half or more of their number are killed.

After the fight, the characters see the withered remains of the spiders' victims cocooned in what looks like scrub-brush. If they sift through the remains they find \$13 cash, a woman's gold ring worth \$25, a brass belt buckle worth \$5, and an ivory handled pocket knife (1d3) worth \$6.

Brush Spider (10): Init +2; Atk bite -1 melee (1d4), web attack +1 ranged (special); AC 12; HD 1d4; hp 1, 1, 1, 2, 2, 2, 2, 3, 4, 4; MV 20'; Act 1d20; SP web spinning; SV Fort -2, Ref+3, Will-2; Path POD.

Web spinning: brush spiders can use their webbing in two ways: 1) on a successful ranged attack, the target must pass an Agility check with a DC equal to the attack roll; on a fail the target is knocked prone, and the spider pulls its prey away from the fight where it will 2) cocoon the target in anesthetic-laced webbing which will render the prey motionless but able to breathe for 1d12 days before they are devoured by the brush spider colony, or die of thirst. The prey has one chance at a Fortitude save vs. DC 12 to pull away from the webbing before the anesthetic takes hold.

XP Award: 2

Character Role: Advance Scout

Locust Plague

Things have been moving smoothly on the trail and you've been making good ground along with the rest of your fellow settlers, but no sooner than you comment on it, the sky grows dark and fills with a droning buzz that alerts you to the plague-like swarm that descends upon you. In an instant, locusts cover everything, living or otherwise. Screams are heard from all directions, and as the insects begin to bite, the fear generated from their painful attacks is amplified as you see the burning red glow of their eyes!

A plague of carnivorous red locusts descends upon the wagon train. Anyone who does not state they are taking cover inside a wagon suffers 1 point of

damage per round from the swarm. The attacks lasts for approximately 10 rounds before the swarm moves on. A handful of settlers along with dozens of animals are wounded or killed, forcing the wagon train to stop for the day. Dozens of dead locusts lie on the ground, killed after striking the sides of the wagons, or from settlers stomping them into the ground.

The settlers are disheartened, and many of them associate the plague with God's disfavor. However, closer inspection of the dead locusts reveals something strange—the insects are clumped together in groups of seven and each has markings on their back that seem to resemble weird arcane



symbols. The Reverend will waste no time gathering the settlers as he goes into a fire and brimstone sermon to fuel the fires of faith in those showing doubt.

Behind the scenes: The Reverend was in danger of its human guise rotting from exposure to the elements and needed quick sustenance to make repairs. The locusts were created from Elder God magics and their victim's life-blood was transferred to the Reverend.

XP Award: 1

Character Role: Wagon Tender

Texas Crude

After several hours of pushing along the trail with your wagons and livestock, you are lead to a ravine that has been blocked from a recent rock slide. Upon closer inspection, you notice the rocks and ground around them are slick with what looks like oil. This could be quite a profitable discovery as whispers of "Texas crude" travel down the line.

Read the following should characters approach.

You nearly slip on the oil as you move closer to the rockslide. The rocks should pose no problem for a few strong backs thrown at the effort to clear the path, but that's when the oil drips away revealing a human skull. Hairs rise on your neck as you realize several skeletons could be assembled from the broken menagerie scattered amongst the ebon-stained rocks. You turn to give a warning cry, but before you can speak a featureless face forms in the "oil" rising to eye-level just before it attacks!

The black oily residue is alive. If the rocks are investigated, the oil ooze slithers out and attacks with surprise during the first round. If the characters retreat, the ooze eventually wanders off and the trail can be cleared normally.

If they sift through the bones and debris they find \$6 in coins, a wooden comb and a bowie knife (1d6 damage).

Oil ooze: Init -1; Atk pseudopod +1 melee (1d2+trip); AC 12; HD 4d8; hp 22; MV 10'; Act 1d20; SP dissolve flesh (unconscious target killed in 1d6+1 rounds if oil ooze covers body for the duration), fire vulnerability (fire does 1d8 damage per round); SV Fort+5, Ref+1, Will+1; Path POD.

Trip attack: any successful attack lands a victim prone unless a DC 8 Reflex save is passed.

XP Award: 2

Character Role: Advance Scout

Tuupe Kwasinabo Attack

The earth trembles and the settlers curse and shout in fear and confusion as the horses threaten to stampede. Suddenly, the ground erupts in a shower of dirt and debris as an enormous worm-like creature rises out of the hole to tower over the wagon train. The worm's wide mouth is filled with teeth and ringed by giant tentacles. Its hide is covered with a chitinous shell resembling that of a cockroach with many insectile legs arrayed about the body.

With a great roar, the worm descends on a pair of oxen, snatching them up in its tentacles and crushes the life from them before stuffing their broken carcasses into its gaping maw. Again it strikes, this time splintering an entire wagon beneath its weight. Cockroaches fall from the sky like rain, pouring from the mouth of the giant creature.

The gargantuan chthonic worm from the Rumbling Badlands is always hungry. It follows the wagon train underground all the way to Whitaker's Valley, occasionally surfacing to gulp down a few hapless settlers at night. The Judge can add tension to the trip by having the ground shake and sinkholes full of cockroaches randomly open up in the ground. The settlers dub the monster "The Beast" in a Biblical reference to the Devil.

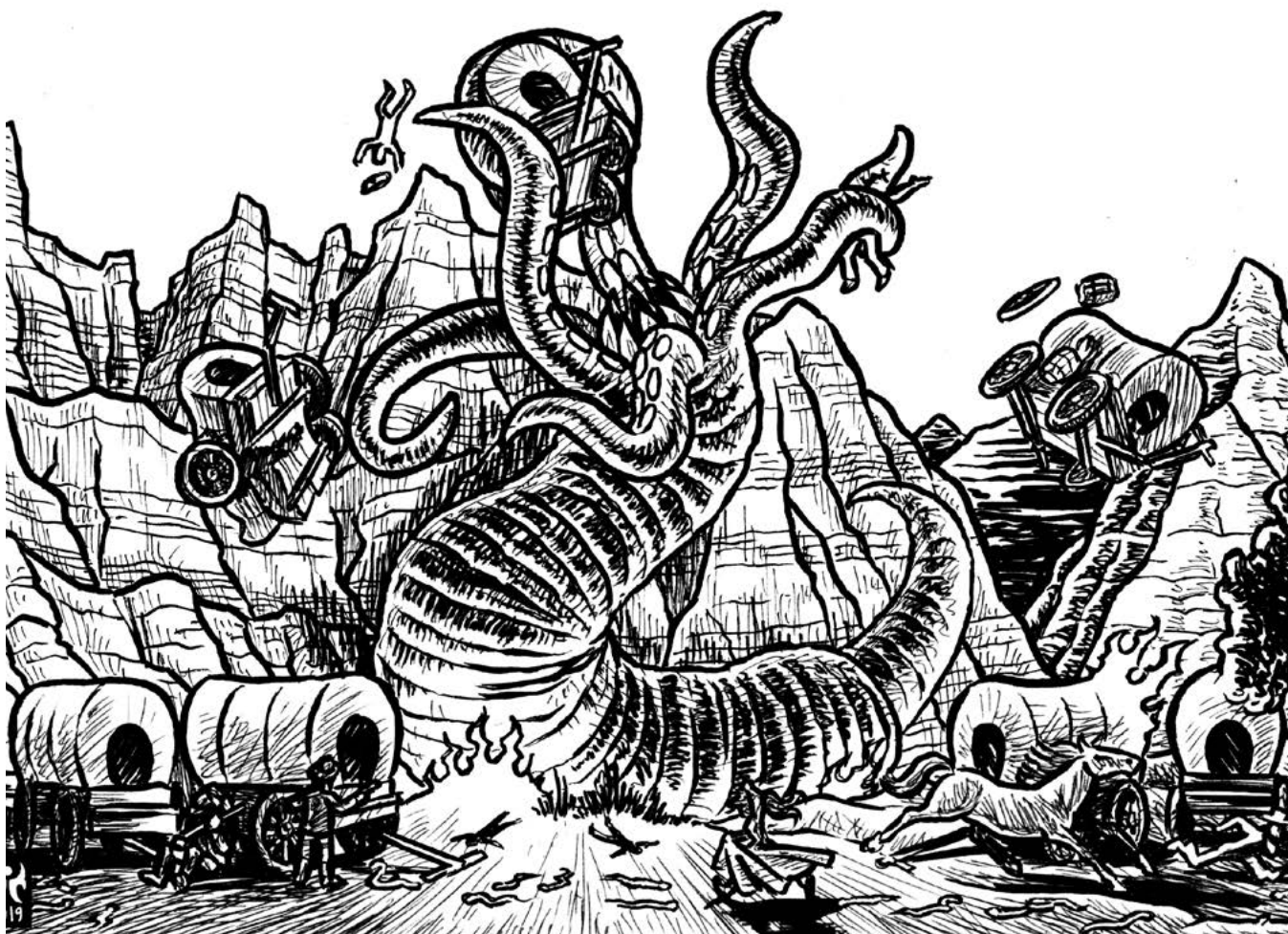
The worm is an alien horror that is difficult to hurt or kill by normal means. The settlers feel tremors in the earth increase just before it attacks. It surfaces for six rounds, causing suffering and death. Cockroaches fall from its hide, adding to the chaos.

Tuupe Kwasinabo is so alien and horrific that the sight of it always forces a DC 15 Grit check. The PCs receive a cumulative +1 bonus to their Grit check rolls with every additional Tuupe Kwasinabo encounter.

The character with the lowest Luck from each player must make a Luck check or be instantly scooped up in its tentacles, crushed to a pulp, and swallowed (along with a wagon, oxen, and 1d8 screaming settlers).

The settlers are terrified after a Tuupe Kwasinabo attack, and the wagon train is forced to stop to





assess damages, commence repairs, and round up scattered horses and livestock. Hundreds of live cockroaches must also be killed or chased off, and may appear later at inopportune times, at the Judge's discretion.

Reverend Halpern needs this creature to help drain the required energy during the Ritual of Sacrifice once the valley (and ley line) is reached; however, he does not have it completely under his control. At times the great beast grows impatient to devour flesh and harries the caravan.

The cockroaches spewed forth from the monster's gullet have a poisonous bite, inflicting 1 point of damage on those bitten by them (Luck check for those within 50' of a swarm). Bitten characters will be at -1 to all actions for the next 1d4 days.

While normal weapons don't do much to dissuade the Great Beast from going for a quick snack, enough concentrated fire power and damage (a cumulative 100 hp, AC 12) will force it back

underground before its six rounds of carnage is over.

Judge's Note: The reverend has limited control over Old Snake Mouth, and occasionally summons it up to increase the panic and fear surrounding the camp. The emotional weight of the fear is an essential component in the ritual to tap the nexus. As a Judge, instead of rolling this encounter randomly, give many warnings prior to the encounter by stating the ground rumbles and bucks like a bronco every now and then. Once the encounter takes place, the PCs will be on their toes every time the earth bucks. The creature cannot be killed prior to reaching the nexus point. Once there, powers will be in play that can be used to neutralize or kill the beast. Those unlucky enough to be bitten by the cockroach attack will be easy prey for the Reverend when he needs a quick late-night snack.

XP Award: 2

Weird Exposure: High!

Character Role: Wagon Tender

SET LOCATION ENCOUNTERS

There are five Set Locations along the trail to Whitaker's Valley. These are the Rumbling Badlands, the Devil's Caves, Luchador Canyon, Mystic Hill, and River Crossing.

WEEK ONE: RUMBLING BADLANDS

A short time after leaving Fort Fallow, you reach the edge of a dry stretch of hardpan desert broken up by a few mounds of rock and upturned soil. Jed Rawlings assembles the advance scouts and says:

"This here is the Rumbling Badlands. It gets its name from the tremors that occasionally shake the earth. It's as rough a country as you've ever seen. Water is scarce, and not all of it is safe to drink. The sun beats down on patches of dry brown grass and twisted scrub brush, with nary a hint of trees for shade. Keep watch for sinkholes swarming with rattlers. They're everywhere. But stick to the trail and you should be all right. If all goes as planned, we'll be through the badlands and into the canyons in a week."

RUMBLING BADLANDS

The Rumbling Badlands are routinely shaken by light tremors and quakes. The tremors are caused by the burrowing of a giant chthonic monster the Comanches named Tuupe Kwasinabo (Old Snake-Mouth). The PCs will see signs of its passing in the form of mounds of broken rock and upturned soil.

Tuupe Kwasinabo is not native to this world. It was born to an atmosphere with much higher gravity and cannot survive above ground for long periods of time. The monster surfaces only to attack and devour prey. It follows the wagon train and attacks at various times, and finally as it reaches the hidden valley at the end of the trail.



Dead Lawman

The withered remains of a dead lawman rests against the base a leafless cottonwood tree. His bones are nearly picked clean, but the tin star is evident on his tattered shirt and a pair of six-guns rest in his cracked leather holsters. The earth nearby is churned into a mound of loose rocks and soil and three brass shell casings, each the size of a flour sack, lie on the ground next to a handful of dead cockroaches. A flock of motley-looking buzzards with rat-like tails glares at you from the branches overhead.

Sheriff Cole Hanlon and his deputies had trailed the outlaw Jose Lazarro into the Rumbling Badlands. Hanlon was severely wounded during a Tuupe Kwasinabo attack, but his men drove the monster off with the Thundermaker (see the Wagon Cannon encounter, below). Sheriff Hanlon chose to stay behind while his posse pressed on, but soon after they left, he was bitten by a rattlesnake and died. Characters will encounter the remnants of the deputies and a strange weapon of mass destruction days later on the trail.

Judge's Note: The buzzards are harmless, but should one of the characters take the sheriff's pistols, the group will be visited throughout the rest of the journey by a spectral image of the lawman. Hanlon

is sizing up the group in hopes that one will prove worthy of becoming an apprentice dedicated to the study of vengeance. Should a character choose to play a gunslinger at the end of the adventure, Hanlon will possess the pistols.

MODEL	TYPE	AMMO
Colt 1862, New Model Police	Single Action	31
DAMAGE	LOAD	ROF
1d6	5 shots	3
RANGE S/M/L	RELOAD	CONCEALMENT
6/15/50	2 rounds	+3

XP Award: 1

Weird Exposure: If the sheriff's guns are taken, at the Judge's discretion, his spirit may quietly possess them and reach out to a brave character who wishes to become a Gunslinger.

Character Role: Advance Scout

The Wagon-Cannon

As you round a bend in the canyon, you come across a cold campfire. Torn, bloody bedrolls lie next to a flatbed wagon and a tattered tarp covers something bulky in the wagon's bed. Several men seem split between the task of loading anything of value in the wagon and cinching down the straps of a wagon harness on agitated horses. Lying around the cold ashes of the campfire are the bodies of four deceased men. Their wounds look too old and vicious to be caused by the guns the men carry—something took to making a meal out of the poor souls, and now it looks like the vultures have come to roost. You watch the men rush to clear the area, unaware of your presence.

Several days ago (as judged by the decay of the bodies), Sheriff Hanlon's deputies were attacked and devoured by some ravenous beast. The men are a group of low-downs called the Juarez Jackals and are in the process of looting the scene. Their leader, one Jackson Doyle, will try to ply his Irish charm on the group to convince them that they were in the process of loading everything up, including the bodies, to take back to a nearby town. If the characters ask too many questions, Jackson will attempt to take cover by the wagon and begin firing and yelling for his boys to follow suit.

The tarp covers the "Thundermaker"—an enormous

bedlamite-designed cannon, fired with a pistol grip, and a crate of six flour-sack-sized shells. The Thundermaker is mounted to a thick swivel and can be fired in any direction at 50/200/400, 3 rounds to reload. It does 1d30 damage in a 10' area of effect on a successful hit. However, the sound is so terrifying that normal animals must make a DC 14 Willpower save (oxen have Will +1) or flee in fear for 1d6 rounds. If the wagon is hitched to horses or oxen, the animals flee from the sound, taking anyone aboard for a ride.

The Jackals came upon the carnage several days after the massacre, and someone had already gone through most of their weapons and belongings. The only valuables the gang found other than the cannon are a mess kit, a Bible, silver pocket watches (2), pipe and tobacco pouches (3), and various personal items (like photographs, letters, etc.).

The Thundermaker is one of the few weapons capable of killing Ole' Snake Mouth. Directions for how to operate the gun are engraved on a metal plate mounted to the wagon, but it still requires a DC 8 Intelligence check to engage the weapon successfully.

Jackson Doyle: Init +2; Atk pistol +2 ranged (1d8), Bowie knife +1 melee (1d6); AC 12; HD 2d8; hp 14; MV 30'; Act 1d20; SV Fort +1, Ref +3, Will +1; Path POD.

MODEL	TYPE	AMMO
Star Action Army	Double Action	44
DAMAGE	LOAD	ROF
1d12	6 shots	3
RANGE S/M/L	RELOAD	CONCEALMENT
10/25/75	2 rounds	+2

Juarez Jackals (5): Init +1; Atk pistol +1 ranged (1d8), knife +0 melee (1d4); AC 10; HD 1d8; hp 8, 3, 2, 7, 8; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1; Path POD.

MODEL	TYPE	AMMO
Colt 1862, New Model Police	Single Action	31
DAMAGE	LOAD	ROF
1d6	5 shots	3
RANGE S/M/L	RELOAD	CONCEALMENT
6/15/50	2 rounds	+3



Jackson and his men all ride average horses with low quality saddles and saddle bags that contain a collective \$30 cash, cheap hooch, Wanted posters (naming the Jackals of various heinous crimes), several days worth of hardtack and 30 remaining rounds for the guns used after the fight.

XP Award: 1 (2 if the Thundermaker is taken)

Weird Exposure: None but the Thundermaker may interest a character who wishes to become a bedlamite.

Character Role: Advance Scout

WEEK TWO: DEVIL'S CAVES, LUCHADOR CANYON, AND DIVINE SPRINGS

It's been a week since you set out from Fort Fallow. The road has been full of trials and tribulations, and the desert was relentless and unyielding. At times, the settlers had grown despondent, but spirits seem to lift as the wagon train enters a range of barren, rocky hills and narrow canyons. At least here there will be watering holes.

Reverend Halpern gathers you together as you prepare to take on the role of scouts and says: "Just a brief warning of what lies ahead. The canyons and arroyos ahead are full of strangeness. First you'll come upon a line of wooden crosses overlooking the trail. These crosses guard a handful of caves that have a dark feel about them. Beyond the caves, the trail leads to a twisting canyon with giant faces carved into the canyon walls. I'm putting my faith in you that you'll keep my flock safe. You must be vigilant." With that, he removes his hat and bows his head "Now, let's say a prayer to help get you on your way."

DEVIL'S CAVES

An unnatural quiet greets you as you enter a twisting ravine. Six caves overlook the trail as it winds through the gully. Wooden crosses wrapped with silver wire have been erected in front of each cave. One of the wooden crosses is damaged and appears to have been chopped down with an axe. Crosses are also inscribed in the rock over each cave entrance. A cool breeze brings a slight relief as you shift in the saddle taking the sight in, but the indistinct cry of a child carried on the breeze gives it a sinister feel.

Packs of 1d4+1 ravenous corpse renders were imprisoned in each cave years ago by a revelator and

a band of brave luchadores. The semi-intelligent un-dead corpses were created by having their organs devoured internally by symbiotic roaches hailing from the realms of the Elder Gods. Once a living "host" has been devoured the corpse rises in 1d6 days and serves as a source of shelter and protection for the roach hive living inside. If the PCs approach the caves, they see and hear a child-like cry and see movement in the shadows just inside the cave without the cross. Characters venturing into the cave will find a young child huddled in the back corner of the shadowy cave.

Read the following if characters assist the child-like corpse render:

Your calming words seem to help the poor soul as she trembles in fear, knees pulled to her chest, her sobs seeming to grow at the sound of your voice. As you move closer to take her from the cave her head snaps up revealing the child's eyes have been eaten away. Instead of eyes, large roaches with gleaming pin pricks for eyes seem to be sizing you up as she launches at you with a frightful hiss.

Characters in the cave are surprised during the first round as the remaining corpse renderers move from the shadows to attack. The 'renders are allergic to sunlight and recoil from light sources but attack anyone who enters the caves.

The silver wire adorning each cross is worth \$15. The floor of each cave is littered with human bones, tattered clothing, and broken equipment, as well \$8 in assorted coins and bills, a gold tooth worth \$16, a silver cigarette case (empty) worth \$25, and a chisel (1d2 damage) worth \$3. Characters also find a small altar where something once stood. Strange symbols and roach-like glyphs adorn the altar. This was where the relic the Reverend now carries was once guarded.

If the silver is taken or the wooden cross removed, the corpse renders in that cave are free to exit at night. The monsters will track down the wagon train and attack, fighting until half their number are killed before retreating. The corpse renders return to the wagon train each night until they are destroyed.

Corpse render (1d4+1): Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; MV 20'; Act 1d20; SP un-dead, sunlight allergy, contagious roach vomit; SV Fort +4, Ref-4, Will+2; Path POD.



Contagious roach vomit: if a corpse render scores a critical hit on a bite attack, it gets close enough to a character to disgorge the contents of its stomach and a nest of roaches into the face of its victim. The target must make a DC 10 Reflex save to avoid getting any of the roaches/vomit into their mouths. A failed check results in the victim suffering 1d3 Stamina loss each day as the roaches begin feasting on their innards. Once the host's Stamina is reduced to 4 or less, they crave fresher meat, leaving the host to search out the nearest living being within 10' of the host. If there is no other living being, the roaches continue to drain their host and any host reaching 0 Stamina rises under the next moon to become a corpse render.

Sunlight allergy: -3 to all actions in sunlight.

XP Award: 1 (2 if the corpse renders are defeated)

Weird Exposure: High!

Character Role: Advance Scout

Divine Waters

Water from a natural spring trickles down the rocks into a manmade basin. The plants around the basin are green and healthy. Your horses tug at their reins, trying to get to the cool, clear water. Moving closer, you see a small altar above the spring. An angelic figure brings a sense of peace over your weary soul. Below her, just above the spring, rests a large clay bowl, which appears to contain a handful of gold and silver coins.

The characters see plants growing around a natural spring in the middle of the barren rocks. The water here is cool and clear and the plants around the spring are healthy. Anyone who drops a silver or gold coin in the bowl that then drinks from the spring is healed for 1d4 hp. Storing the water is possible, but only one dose can be taken per character and the water loses its magical properties once removed from the spring by -1d per day (day 1/1d4, day 2/1d3, day 3/1d2, day 4/+1).

XP Award: 0 (1 if the water is drunk).

Character Role: Advance Scout

LUCHADOR CANYON

This canyon was home to a band of luchadores known as the Tres Campiones who retired here to train in peace. Their names were Insano, Cactopus, and Kiss of Death. Insano was killed last year by

Tuupe Kwasinabo. After his death, the other two luchadores left the canyon and never returned.

Adobe Home and Mosaic Walls

As you enter the canyon, you see three giant mosaic masks made of painted stones embedded in the canyon walls. One depicts a white mask with a black spiral pattern starting at the eyes, one depicts a green mask with spikes protruding from it, and one depicts a woman's pigtails extending from a mask with exaggerated eyelashes and feminine lips.

In the center of the canyon is a modest adobe home with a corral nearby and a ruined barn or church out back. A small plume of smoke drifts to the sky from inside the home.

The vile outlaw Jose Lazarro is a tommyknocker who has been hiding out in the canyon. He has been "living" in the adobe home for the past few weeks, on the run from Sheriff Hanlon's posse.

Jose assumes the advance scouts are a new posse hunting him down, and gains one round of surprise rifle fire from the cover of the canyon wall closest to the house. If the characters take cover and try to speak with Lazarro, he warns them to leave the canyon and never return. He won't attack the wagon train if it passes through the canyon without stopping. If the PCs approach the house, he opens fire and fights to the "death." Note that Jose has the advantage of cover (+4 to AC) over the PCs.

Lazarro is also sitting on a case of 20 sticks of dynamite he is not afraid to use. Characters that close the distance with Jose will find him dropping a lit stick on their heads. Killing Jose reveals a strange sight as his skin has shriveled and peeled back from his face, making for a ghoulish appearance. Unless Jose is burned and decapitated, he will automatically pass roll the body checks, rising with one less point of Stamina (as per tommyknocker rules) eager to exact revenge on the players somewhere down the road.

Jose Lazarro (2nd-level tommyknocker): Init +1; Atk claw +3 melee (1d6+2) or rifle +3 ranged (1d14) or 2 pistols +3 ranged (1d8) or hand axe +3 melee (1d8), dynamite*; AC 13; HD 2d14; hp 31; MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +3; Path POD +1; 2 single-action pistols, 40 pistol bullets, Sharps 1868 rifle, 24 rifle bullets, sewing needle and thread,





bottle of tequila, splint, box of matches, \$16 cash.

*A standard stick of dynamite inflicts a base 6d6 damage to all targets within a 50' area (DC 12 Reflex save for half damage if you can take cover).

XP Award: 1 (3 if Lazarro is killed)

Weird Exposure: Tommyknocker class

Character Role: Advance Scout

Center Ring

A wooden cross adorns the sagging roof of the old barn out back. Inside the barn, you see a dilapidated wrestling ring and a large sinkhole in the ground.

*Three faded posters adorn the walls. One depicts a white mask with a black spiral pattern starting at the eyes and the word **Insano** underneath. One depicts a green mask with spikes protruding from it and the word **Cactus** underneath. The last one depicts a woman's pigtails extending from a mask with exaggerated eyelashes and feminine lips and the words **Kiss of Death** underneath.*

If the PCs investigate the ruined ring, read the following:

A masked skeleton lies amidst the ring wreckage, surrounded by the piled remains of cockroaches. The skeleton's torn white mask has a black spiral pattern that starts at the eyes. The longer you stare at it, the more you feel a calming warmth envelope your soul. You feel there was an undeniable goodness to the man who wore the mask.

The skeleton and mask belong to Insano, killed while preparing for a battle with Tuupe Kwasinabo. Insano and the family planned to lure Tuupe Kwasinabo to the ring and blow it up with dynamite in epic fashion, thus ridding the area of the Great Beast once and for all. As fate would have it, the great worm unexpectedly struck the Luchadores during a time when the wrestlers were separated, with two of the warriors away saving a village from a plague of wandering un-dead. A valiant stand was made, but in the end, Insano was quickly overtaken.

Ole' Snake Mouth engulfed the warrior and spit his bones, stripped of all flesh, back into the ring to serve as a reminder to the returning warriors that the Great Beast was not to be tangled with on a whim.

Characters searching around will find a small vanity serving as a shrine. Various statuary representing patron-saints rest on the surface, alongside incense, a Bible, rosary beads, and a large bottle of liquid labeled "luchar-petroleo." Characters searching behind the vanity will find a bundle of dynamite (4) taped together with a 10 second fuse.

XP Award: 0 (1 if the mask is taken)

Weird Exposure: None, but may interest characters in the way of the luchadore.

Character Role: Advance Scout

WEEK THREE: MYSTIC HILL, RIVER CROSSING AND RETURN OF OLE' SNAKE MOUTH

The narrow canyons slowly give way to hills dotted with patches of green. The sight boosts the settlers' morale. The livestock has fresh grass on which to graze and unmutated game is present.

Jed Rawlings pulls the advance scouts aside and says, "This is the last leg of the journey. The trail takes us into the hills, where streams are plentiful—a welcome respite after the barren canyons and desert. In a few days we'll come upon an old fountain sitting on top of a hill. A few days later, we'll reach the banks of a winding river. I've found a place where it should be shallow enough for the wagon train to ford, but it won't be easy, and not all of us may make it across. But beyond the river is Whitaker's Valley, and it will be well worth any sacrifices we have to make along the way."

The last three sentences of this speech have a double meaning. Rawlings knows about the hag at the River Crossing (see below) and the toll she requires.

MYSTIC HILL

You top a gentle rise to see a puzzling sight. A small pond with lush vegetation surrounds an exotic lotus flower. Its lavender bloom extends outward for 10 feet. Each of you sits up in your saddle, taking in the

pleasant fragrance of the flower. Neighboring birds periodically flutter about in the waters, bathing and drinking before flying away. Adding to the bizarre scene is a short run of train tracks that encircle the pond, seemingly for no reason.

Characters crossing inside the tracks will immediately be transported to a pocket dimension. Read the following:

Stepping across the tracks immediately induces a slight feeling of weightlessness as you step into what appears to be a curtain of night. The darkness envelops only momentarily, as seconds later you're blinded from the sudden rays of sunlight emanating from a strange landscape. Stepping into the light lands you in a fragrant orchard. Exotic flowers you've never seen bloom in intricate patterns to either side of a set of sandstone steps leading up a gently sloping hill topped by what appears to be a small temple. Looking behind you, the curtain of night seems to mock the sunlight, awaiting your return.

The PCs have stumbled into a pocket dimension created by a circle of mystic monks to contain a malevolent Eastern Pan-Long dragon. The creature has remained imprisoned for several years and desperately seeks escape.

Upon reaching the top steps read the following:

Cresting the sandstone steps you take in an exotic scene. A small temple sits amongst several koi ponds containing fountains sculpted in the form of fancy finned fish. A strange sight pulls you away from the tranquil ponds. Sitting in a semi-circle around the squat red-lacquered temple are the skeletal remains of nine monks. Each sits in a cross-legged fashion, skeletal hands resting on their knees. The monks all look up the short set of steps to the statue carved into the form of a jade dragon. The dragon is coiled as if in mid-strike, fangs and ruby eyes set intensely on the monks below. A brass gong lies against the temple wall.

Characters moving to the top of the steps of the temple will immediately see a section of recessed floor housing the body of a female of Asian descent, her form lined in lavender lotus flowers. Her beauty steals the breath of anyone that gazes down upon her. The angelic form appears to be sleeping but will awaken at any obvious discussion between the settlers.



The female is actually the dragon in one of her many forms. Shenlong will tell the characters that she was taken here for her own safety to protect her from a dragon that pursued her family across the ocean and into the territories. All of her family fell victim to the dragon as it pursued a generations long vendetta, intent upon wiping her father's bloodline from the face of the Earth. Upon his death bed, Shenlong's father begged an order of mystic monks to take her to a place that the dragon's wrath wouldn't reach. She tells the settlers that the monks sat in meditation to shroud the haven while she slept in a trance-like state. Once Shenlong sees the monks' skeletal remains, she'll work up false tears and beg the group to take her with them. With the monks' death, the dragon must also have perished or the creature would have found her by now.

Should the characters refuse to help her escape,

Shenlong assumes dragon form and attacks. Helping the dragon escape merely requires a human hand holding Shenlong's, pulling her back into the settlers' world. However, the iron rails serve as a secondary means of keeping her trapped, thus she will ask the settlers to move one of the tracks to remove the protective barrier, allowing her to leave.

For characters fighting the dragon temple side, striking the gong nine times will cause the dragon to burst into a blanket of flying lotus petals, swirling back to the recession where she will reform (in 1d7 weeks) into a slumbering female once again. Each strike of the gong causes one of the skeletal monks' remains to turn to dust (granting them nirvana). Fighting the dragon on Earth (back through the black-curtain portal) is a bit easier as the dragon loses her immunity to physical attacks due to the large amounts of iron nearby in the form of rail tracks. Killing her on the Earthly side sends her essence back through the portal to sleep again until another poor soul is tempted to release her.

Shenlong the Lotus Dragon: Init +2; Atk bite +2 melee (1d6) or claw +2 melee (1d8); AC 18; HD 5d8; hp 38; MV 40'; Act 2d20; SP immune to physical attacks, soul possession; SV Fort +1, Ref +3, Will +2; Path POD.

Soul possession: target must make a DC 16 Willpower save or remain under the control of Shenlong until she chooses to leave the body or the character is killed. A new save can be attempted each round.

XP Award: 2

Weirdness Exposure: High! Interested characters may also spend time learning about the monks that lived here and may later join a monastery to become a mystic monk.

Character Role: Advance Scout

The River Crossing

Judges should set this encounter up before placing characters in the meat of the crossing encounter. A powerful river hag lives along the banks of the Worley River. When the Seven Days of Night hit, dark powers found easy purchase in which to sink their claws and began exerting their influence in the weak and corrupt souls inhabiting our world. Minerva Haynes is one such mortal that answered the whispers on the wind. Minerva worships a dark

power and plies her blood-craft along the banks of the river. Judges should have Minerva appear during the night before the actual encounter happens. She visits several settlers in their sleep, asking for her toll to cross the river.

The night before the crossing, read the following:

The excitement of finally reaching the promised land Reverend Halpern vowed to lead you to has many of you finding it hard to grab some shuteye. Visions of the land you'll come to claim and the new life you'll have flood your consciousness. Eventually, you quiet your mind and drift off. Dreams soon follow and visions of grassy meadows and fertile land take a turn darker as you find yourselves pulled from those visions towards something decidedly more sinister. As scenery melts away, you find the sun replaced by a baleful moon, and you're standing on the banks of a slow-moving river. The water is still and dark, and the smell of rot and decay overwhelms your senses. The ground under your feet feels spongy, but you dare to take a closer look at the waters, running your fingers along the edge. Your fingers are wet with blood! As you realize the contents of the river, your spine tingles at the sound of a cackling that pierces the air behind you. Turning on your heels reveals an elderly crone of a woman. Her bones are misshapen and her limbs unusually long. She looks as old as the Earth, eyes dark except for fiery pin-pricks of light that burn through your soul.

"Will you help an old woman?" she croaks.

Characters have two options. They can offer to pay the price, giving Minerva their palms so that she might cut them with her wicked fishing knife, squeezing her toll into a wooden cup. Characters that offer the sacrifice will gain free access to cross the river the following day, awakening with a wound on the palms of their hands. Should characters refuse or attack the hag in the dream, she will burst into a swarm of bog flies that engulfs the character, causing them to awaken in a cold sweat. PCs refusing to pay the toll will be attacked as they try to cross the following day.

The following day

You finally reach the river's edge, and the spot Jed Rawlins scouted out looks to be the safest spot to cross. You and the other settlers start unloading the wagons before noon, piling up furniture, clothing chests, and

other personal effects on the near bank. Trees are felled and crude rafts constructed. The settlers are in good spirits, despite anger and disgust at the number of cockroaches that scurry to find new hiding places. The first wagons are driven into the river after the noonday meal. The work involves a lot of shouting and whipping and prodding the oxen as they pull the heavy wagons across the muddy riverbed. The settlers' belongings will be ferried across the river on rafts.

As the first wagons begin the crossing, read the following:

The first six wagons slog their way to the middle of the 120' crossing, when suddenly, thunder rumbles in the sky and storm clouds roll in with an almost supernatural quickness. The water slows to a crawl and churns a dark crimson color. You hear a cry of fear from the wagon tenders as the settlers point at the river. Dozens, maybe hundreds, of human corpses float to the surface, their eyes staring up to the gray sky as mouths issue gurgling moans that send chills up your spine. The dead rise from their watery graves, intent on dragging you beneath the water to share in their fates! Were this not bad enough, the visitor from your nightmare rises from the center of a whirlpool in the center of the river. The giant hag is covered in river muck, and her eyes burn with a hellish light. She peers at the wagon train with an evil gleam in her eye. She cackles, revealing a mouthful of sharp teeth, along with wicked claws that clack excitedly.

Her voice rattles your nerve, sounding as if a group of people are all speaking in unison. "Those that paid the toll may pass, but those that thought better ta' cheat me of my rightful bounty will join my children in their watery graves!"

The wagon drivers are terrified at the sight and are unable to move. Judges should have PCs attempt a DC 12 Grit check before rolling for initiative.

Minerva and her horde of river zombies attack the wagon train and anyone along the banks of the river. The hag will attempt to snatch up settlers and bite off their heads as the zombies clamber aboard the wagons. The zombies spit gobs of black, watery phlegm as they attack. This phlegm is impossible to avoid and instantly turns any dead settlers into zombies who rise and attack the wagon train.

Neither the hag nor the zombies leave the river. If



the settlers retreat from the river, the river magically swells and water spills over its banks, flooding the surrounding hills. Minerva and her zombies wade through the flood, slaughtering settlers in their path. Any PC who attempts to move by foot through the water must make a DC 6 Agility check or slips in the current—swept towards a zombie.

If the PCs reduce Minerva to 0 hp, she retreats beneath the waters, calling her “children” back below the surface. The storm clouds will then part and the floodwaters recede. Although the settlers are deeply shaken, the wagon train may cross the river without further interference.

Minerva Worley (river hag): Init +1; Atk bite +1 melee (1d6) or claw +1 melee (1d4); AC 16; HD 4d8+2; hp 28; MV 20' swim 30'; Act 2d20; SP regeneration, watery grave; SV Fort +2, Ref +1, Will +2; Path POD +2.

Regeneration: heals 1d3 hp at the end of each round unless she was dealt fire damage.

Watery grave: once per round Minerva can force one character to make a DC 12 Willpower save to avoid drowning themselves. On a failed save, the victim willingly goes below the water's surface and fills their lungs with water, suffering 1d6 Stamina damage each round. Affected characters may attempt a new save at the start of each of their rounds or suffer an additional 1d6 Stamina damage until Stamina reaches 0, signifying the victim has drowned.

River Zombie (20): Init attacks last; Atk bite +0 melee (1d3); AC 8; HD 1d6; hp 6, 3, 2, 1, 2, 4, 5, 6, 1, 4, 3, 5, 6, 1, 3, 1, 2, 2, 3, 6; MV 20'; Act 1d20; SV Fort +2, Ref -2, Will +0; Path POD.

XP Award: 2 if the sacrifice is made (4 if the characters fight Worley and her zombies)

Weird Exposure: Occultist

Character Role: Advance Scout

RETURN OF OLE' SNAKE MOUTH

A day after fording the River of Unwanted Souls, you top a rise to see the lush green swath of Whitaker's Valley before you. As the wagon train spreads out across the summit, the surviving settlers let out a happy cheer, hug each other, and weep for joy. This is the moment you've all been waiting on, but your joy is cut short as the familiar shudders of the earth cause the hairs to rise

on the back of your neck. Old Snake Mouth bursts from the earth with a bloodcurdling roar, intent on feasting on the masses!

As you prepare to join the other settlers in this final stand, a strange sight briefly catches your attention. The Reverend is walking a straight line from the creature, almost in anticipation of the creature's attack. He holds something high into the air while shouting in a language you've never heard. The object he's raising to the sky clearly holds sway over the mammoth beast and for a second, you'd swear the two were communicating. Suddenly the ground erupts...differently. Undulating waves of a warm amber energy rise from the earth, flowing through you as if some unseen force had summoned it.

The Reverend turns to face you as the warming energies course through your body. His face is twisted in a way that almost makes you think his skin is about to peel away. His rictus-grin only adds to his cries of joy as the object he holds begins pulling at the amber energies like a magnet. The object appears to be a large chunk of amber, encasing something insectile that twitches excitedly as the Earth-born energies flow through it.

The Reverend points to you and the settlers, appearing to direct the abomination swaying above him.

"One hundred souls and more, Tuupe Kwasinabo! Swallow them all so we can free our queen, that her kiss of pestilence might bring the truth to the unbelievers! Rejoice settlers, for you have made this perilous journey to offer yourselves as sacrifice!"

What's Going On

Characters will notice that most of the settlers seem to have succumbed to a zombie-like state; rather than running or grabbing for their weapons, they've succumbed to the vile words of the Reverend—willing to be swallowed by the worm which moves to devour the helpless. Unbeknownst to the settlers or characters, Claude has been tainting their souls by mixing ground roaches into their meals during the journey. Judges should have all characters attempt a DC 8 Willpower save to avoid joining the hapless settlers. Failure results in the character simply becoming immobile and docile. Characters who fail may re-attempt the save each round after passing a Luck check to avoid being swallowed whole by Ole' Snake Mouth.





The reverend is using the relic to syphon ley-line energy to add fuel to the ritual sacrifice. If the ritual is allowed to proceed for 10 combat rounds, the ritual is a success and the 100 souls needed to free the imprisoned Elder God have been devoured. There are a few ways to stop the ritual and effectively save the day.

Saving the Day

Kill the Reverend: Killing Reverend Halpern will end the ritual. The worm will thrash around in defiance for 1 round before swallowing both Halpern and the relic and burrowing back into the earth. Attacking the Reverend causes him and Jed and Claude to shed their skin revealing their roach-like forms.

Kill Ole' Snake Mouth: Killing the mammoth creature is a near impossible task; however, should characters have access to dynamite or the Thundermaker cannon, they have a chance. Allow characters to get creative with the dynamite, perhaps throwing it into the creature's maw and then shooting the bundle to cause an epic "Jaws"-like ending. Several hits from the Thundermaker cannon will also likely slay the worm, or drive it off. Killing the worm means still having to deal with the Reverend and those aligned with him that are still alive (Jed, Claude, and any followers gained from the Promised Land Camp Encounter).

Reverend Andrew Halpern

Reverend Halpern was born and raised in Northern Virginia and felt the Lord's call early in life. During the war, he converted his church into a hospital, earning the respect of Union and Confederate soldiers alike.

Reverend Halpern was a genuinely good person. A few months ago he received a vision of a bright, green valley that had been "touched by God's hand" and immediately came West to find it. Over the course of his journey, his visions became more fevered as the bright, green valley became a nightmare hellscape. An illness consumed his body as the crawling cockroach minions of The One Who Crawls infected his food and bedding. By the time the reverend arrives at Fort Fallow, the metamorphosis has run its course and the husk that was once a God-fearing man is now inhabited by a minion of an Elder God. The unknowing settlers look to Reverend Halpern for spiritual guidance. Rawlings pretends to share leadership with

Reverend Halpern but is in truth a lesser servant to the thing that plays at being Halpern. Claude, the camp cook, is also a lesser servant. Though the three work towards the same goal, the avatar using Halpern's body won't think twice over using Claude or Rawlings as a scapegoat should suspicions arise.

Reverend Andrew Halpern (High Priest of The One Who Crawls): Init +2; Atk talon rend +2 melee (1d8), bite +2 melee (1d6), or by weapon; AC 16; HD 3d8; hp 16; MV 30' (and can cling to any surface); Act 2d20; SP crawling vomit, chitin armor, Elder blessings; SV Fort +5, Ref +2, Will +3; Path POD +3.

To use any Elder God gifted abilities, the Reverend must shed his human skin, revealing a cockroach/human hybrid. The Reverend must consume a human being (leaving heaping piles of roach-scat) to regrow its human guise.

Crawling vomit: attack range 10', 1d3 damage each round until the target can take an action to remove the mixture of digestive juices and living cockroaches that covers them by either rolling on the ground and crushing the insects or by submerging their entire body in water.

Chitin armor: repels all bullets unless they score a critical hit, in which case damage is applied normally. Bludgeoning and piercing melee attacks do normal damage and slashing damage is halved (round up).

Elder blessings: account for the spell-like powers the Reverend uses to perform minor "miracles" about the camp, such as healing wounds. However, all the benefits from this power are cosmetic and the person receiving any help will expire within a month, or immediately should Halpern become deceased, their body being consumed from the inside by larval cockroaches that burst forth after their month-long incubation.

Bullet shield talisman: This is an artifact dedicated to The One Who Crawls which is used by her worshippers. This copper and lapis lazuli talisman is Halpern's link to the Elder God and provides a unique defensive bonus when worn around the neck: Anyone swayed by Halpern to worship the Elder Goddess as a minion attracts all bullets and missiles fired at Halpern if they are within 10' of him. Projectiles veer off target and noticeably change direction, striking the nearest cultist instead



of Halpern. Reverend Hapern is assumed to have 1d5+5 followers (secret converts) should he fall under attack at anytime.

Jed Rawlings

Jed Rawlings is the wagon master for the Rawlings Expedition. He’s a tough, grizzled man with a gimpy left arm that he wears in a tight sling. He fought for the Union Army during the war and claims a Confederate shell in Atlanta cost him the use of his arm. In reality, Rawlings is a cultist disciple of H’ahf’ Ahfhtagnor. His misguided allegiance to this dark power has transformed his arm into an insectile forearm and claw. If his deformity is ever exposed, Rawlings claims his arm became infected after a fight with a bug-like monster.

Jed Rawlings: Init +1; Atk claw +1 melee (1d6), bite +2 melee (1d4), pistol +1 ranged (1d8); AC 12; HD 3d8; HP 16; MV 30'; Act 1d20; SP crawling vomit, lesser chitin armor, poison; SV Fort +2, Ref +1, Will +1; Path POD +2; Pistol: Starr Action Pistol - shots 6, damage 1d12, range 10/25/75, reload 2 rds; silver whiskey flask, tobacco pouch and rolling papers, average horse, saddle, saddle bags, mess kit, canteen, flint and tinder, harmonica, \$30 cash.

MODEL	TYPE	AMMO
Star Action Army	Double Action	44
DAMAGE	LOAD	ROF
1d12	6 shots	3
RANGE S/M/L	RELOAD	CONCEALMENT
10/25/75	2 rounds	+2

To use any Elder God gifted abilities, Jed must shed his human skin, revealing a cockroach/human hybrid. Rawlings must consume a human being (leaving heaping piles of roach-scat) to regrow its human guise.

Crawling vomit: attack range 10', 1d3 damage each round until the target can take an action to remove the mixture of digestive juices and living cockroaches that covers them by either rolling on the ground and crushing the insects or by submerging their entire body in water.

Lesser chitin armor: reduces damage from bullets by 1d3 hp per bullet and slashing damage is halved (round up). Striking Jed’s chitin armor causes damage to his human flesh, showing the insect



carapace beneath. Eating raw flesh repairs the cosmetic damage after a suitable digestion period.

Poison: Jed’s poisonous saliva causes stomach cramping and weakness in those ingesting it or who are bitten by him (DC 10 Fort save on hit or at -1d to all actions for 24 hours. This is cumulative with multiple bites, minimum 1d3).

Claude Boulet

Claude Boulet is an aging French chef from New Orleans who came out West after poisoning a younger culinary rival. He brews coffee and makes breakfast and dinner for the settlers. He does a passable job, mostly, but likes to experiment with different ingredients and sometimes the effects are disastrous. The PCs occasionally hear him swearing furiously in French. Claude is a cultist and follower of The One Who Crawls and has been transformed into a minor cockroach/human hybrid.

Claude Boulet: Init -1; Atk butcher knife +1 melee (1d6), bite +2 melee (1d5); AC 12; HD 2d8; HP 10; MV 20'; Act 1d20; SP crawling vomit, lesser chitin armor, poison; SV Fort +0, Ref +1, Will +1; Path POD +3; chef's knives (6), box of spices, old apron, hand rolled cigarettes, rolling pin (1d3), \$3 cash.

To use any Elder God gifted abilities, Claude must shed his human skin, revealing a cockroach/human hybrid. Claude must consume a human being (leaving heaping piles of roach-scat) to regrow its human guise.

Crawling vomit: attack range 10', 1d3 damage each round until the target can take an action to remove the mixture of digestive juices and living cockroaches that covers them by either rolling on the ground and crushing the insects or by submerging their entire body in water.

Lesser chitin armor: reduces damage from bullets by 1d3 hp per bullet and slashing damage is halved (round up). Striking Claude's chitin armor causes damage to his human flesh, showing the insect carapace beneath. Eating raw flesh repairs the cosmetic damage after a suitable digestion period.

Poison: Claude's poisonous saliva causes stomach cramping and weakness in those ingesting it or who are bitten by him (DC 10 Fort save on hit or at -1d to all actions for 24 hours. This is cumulative with multiple bites, minimum 1d3).

Wagon Train Cultist: Init -1; Atk farm tool +1 melee (1d6) or rifle +1 ranged (1d14); AC 10; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +1; Path POD; one in every fifth settler owns a Sharps 1868 rifle, handkerchief, water skin, farm tool (shovel, spade, pitchfork), \$1 cash.

Tuupe Kwasinabo "Ole' Snake Mouth": Init +2; Atk smash +1 melee (1d20), roach vomit +2 ranged (SP, 50'); AC 16; HD 10d30; hp 171; MV 100', burrow 50'; Act 2d20; SP fear, engulf, roach vomit; SV Fort +5, Ref -1, Will +0; Path POD +1d.

Fear: Tuupe Kwasinabo is so alien and horrific that the sight of it always forces a DC 15 Grit check. The PCs receive a cumulative +1 bonus to this check with every additional Tuupe Kwasinabo encounter.

Engulf: Each round of combat have the character with the lowest Luck make a Luck check or be

instantly scooped up in its tentacles, crushed to a pulp, and swallowed (along with a wagon, oxen, and 1d8 screaming settlers).

Roach vomit: The cockroaches spewed forth from the monster's gullet have a poisonous bite, inflicting 1 point of damage on those bitten by them (Luck check to avoid the spray for those within 50' of the vomit). Bitten characters will be at -1d to all actions for the next 1d4 days.

THE LEY LINE PULSES

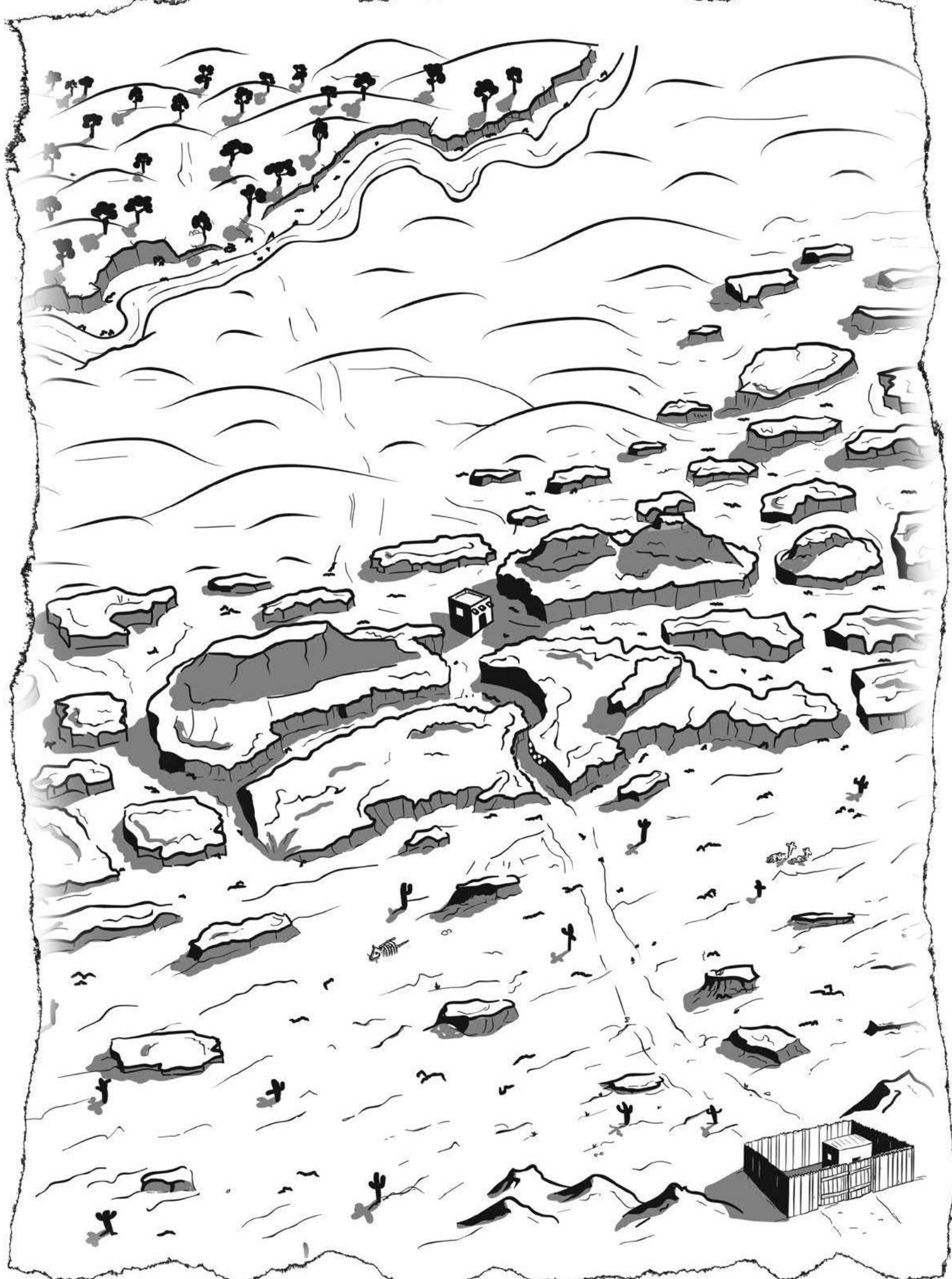
Read the following once the battle is over.

It's over almost as quickly as it started and an uneasy quiet brings a strange calm amongst you and your allies. You gaze at these men and women that helped you all along the way on this perilous journey, getting the settlers safely to the lush valley that now lies blanketed in the carnage brought about by the Elder God and her twisted cabal. You begin to speak, but your voice is silenced by thrumming pulses emanating from the Earth. The ley-line energy washes over you in soft pulses, each slowly healing your wounds while simultaneously filling your mind with visions of what must be the future of your world. Creatures that go far beyond the scope of evil stir from a slumber imposed upon them by mankind. Their dark agents, like those you've just faced and defeated would like nothing more than to free them, bringing an end to civilization and casting a never-ending darkness on the world.

Along with these apocalyptic visions you catch glimpses of hope! There are those who dare to take a stand against the night! Heroes that have been baptized in the same supernatural energies you now feel washing over you. Perhaps you'll settle down in Whittaker's Valley and work on that farm you've always envisioned, or maybe you'll just keep riding West, seeking out, and joining these heroes in their fight against the forces of darkness.

This is where the adventure ends and your players will select one of the available classes for the Dark Trails RPG. In game terms, it may happen immediately, but it could also take several months before a character meets Mistress Fate and is shown the way to the path (class) they will choose. Allow players room to come up with creative backstories concerning how their characters come to be.





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NAME

OCCUPATION

PATH

XP

SPEED

STRENGTH

MODIFIER:

AGILITY

MODIFIER:

STAMINA

MODIFIER:

PERSONALITY

MODIFIER:

LUCK

MODIFIER:

INTELLIGENCE

MODIFIER:

HP

AC

GRIT

WEAPON

DMG

SHOTS

RANGE

SAVE MODIFIERS

REF.

FORT.

WILL

COMBAT

INITIATIVE:

MELEE BONUS:

RANGED BONUS:

CRIT DIE:

FUMBLE DIE:

NOTES

NAME

OCCUPATION

PATH

XP

SPEED

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FORT.

WILL

COMBAT

INITIATIVE:

MELEE BONUS:

RANGED BONUS:

CRIT DIE:

FUMBLE DIE:

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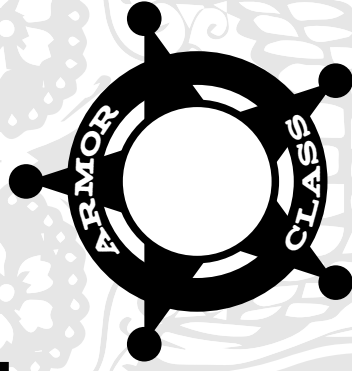
DARK TRAILS

NAME	
CLASS	XP
OCCUPATION	
SPEED	
LUCKY/BIRTH SIGN	



PATH

DAMNED — +1d — +3 — +2 — +1 — **THE LINE** — +1 — +2 — +3 — +1d



MONITEUR:

STRENGTH

REF.	AGILITY	MODIFIED.

STAMINA

PERSONALITY

MODIFIED:

WILL

LUCK
MODIFIED.

MODIFIED.

INTELLIGENCE

SAVE MODIFIERS



COMBAT

INITIATIVE:

MELEE BONUS:

RANGED BONUS:

CRIT DIE:

FUMBLE DIE:

SPECIAL ABILITIES & SPELLS

SIGNATURE WEAPONS

WEAPON	DMG	SHOTS	RANGE



WELCOME TO DARK TRAILS

"HELL IS EMPTY, AND ALL THE DEVILS ARE HERE."
— SHAKESPEARE —

Things have gotten plum weird since the events of The Seven Days of Night brought an end to the war, revealing the presence of an evil thicker than the darkest molasses that'd make the Devil himself blush! You can turn tail or take the fight to the night, and you ain't about to be called yeller! So, saddle your horses and clean those irons, 'cause there's something slithering across the dark frontier and it's dead set on making vittles out of you and your ragtag posse!

The Dark Trails "Bootleg Edition" gives judges and players an introduction to the Dark Trails RPG. Within these pages you'll find a preview of 11 playable classes along with enough rules to take PCs from 0-level to 2nd level. Also included is an action-packed adventure—*"Death Crawls West"*—by Peter C. Spahn and Brandon Goeringer. For more adventure, check out the full Dark Trails RPG from Stiff Whiskers Press.

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DCC
RPG