

Deadlands: The Marshal's Handbook. Revised Edition

Written & Designed by: Shane Lacy Hensley with John R. Hopler, Matt Forbeck, & Hal Mangold
Comin' 'Round the Mountain: John "Stephen Hawking" Goff

Additional Development by: Michelle Hensley, John Hopler, Matt Forbeck, Greg Gorden, Steve Long, Chris McGlothlin, Charles Ryan, Lester Smith, Tim Brown, Paul Beakley, Jay & Amy Kyle, Jason Nicols, Dave Wilson, and Tim Link.

Revised Edition Developed by: Hal Mangold and Shane Lacy Hensley

Editing: Matt Forbeck, Michelle Hensley, Jason Nichols & Hal Mangold

Layout: Hal Mangold & Shane Lacy Hensley

Cover Art: "Pumpkinhead" by Allan Pollack

Interior Art: Thomas Biondiolillo, Steve Bryant, Paul Daly, Kim DeMulder, Tom Fowler, Don Hillsman, Ashe Marler, Allan Nunis, Andy Park, Jacob Rosen, Kevin Sharpe, Ron Spencer, Bryon Wackwitz and Loston Wallace

Graphic Design by: Charles Ryan, Hal Mangold & Matt Forbeck

Cover Design by: Hal Mangold & Zeke Sparkes

Index by: Hal Mangold and Tom Huntington

Logos: Ron Spencer, Zeke Sparkes & Charles Ryan

Special Thanks (in no particular order): Allen Seyberth, Graveyard Greg, Tom Huntington, Tom Cashman, Mark Metzner, Trevor and Eric Lee, Bryan Maloney, John Fletcher, James Cook, and Pat Phalen (the listserv posse), Jenny Hise (booth babe!), Natasha Corey's posse, Joe & Rose Wolf, and every fellow gamer we've met in the last 5 years

Deadlands created by Shane Lacy Hensley.

Author's Dedication: My two "John's:" Goff, my first real game master, and Hopler, my old friend and fellow gamer.

Editor's Dedication: The guys and gals of the *Deadlands* listserv.

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THE PROSPECTOR'S TALE

A lot's changed since the last time we talked, Marshal. The Reckoners are gettin' more powerful, an' somebody's huntin' down my posse. Killin' 'em all deader 'n doornails. Again.

I thought you was done for too. Glad to see you're still squirmin'. You gotta watch those twisters. All teeth and spines. Tear you up real good. I brought some raw meat to get you healin', but you'll need half a steer to fix you up whole. Here. Wolf it down. An' stick that eyeball back in yer noggin. My vittles are comin' up.

That's better. Much obliged.

If it's any consolation, your friends finished the job you started. A whole mess o' folks are gonna' see tomorrow 'cause of what you done. Guess your amigos didn't know you was already dead, huh? Congratulations on keepin' your secret. Half the deaders I dig up can't manage it.

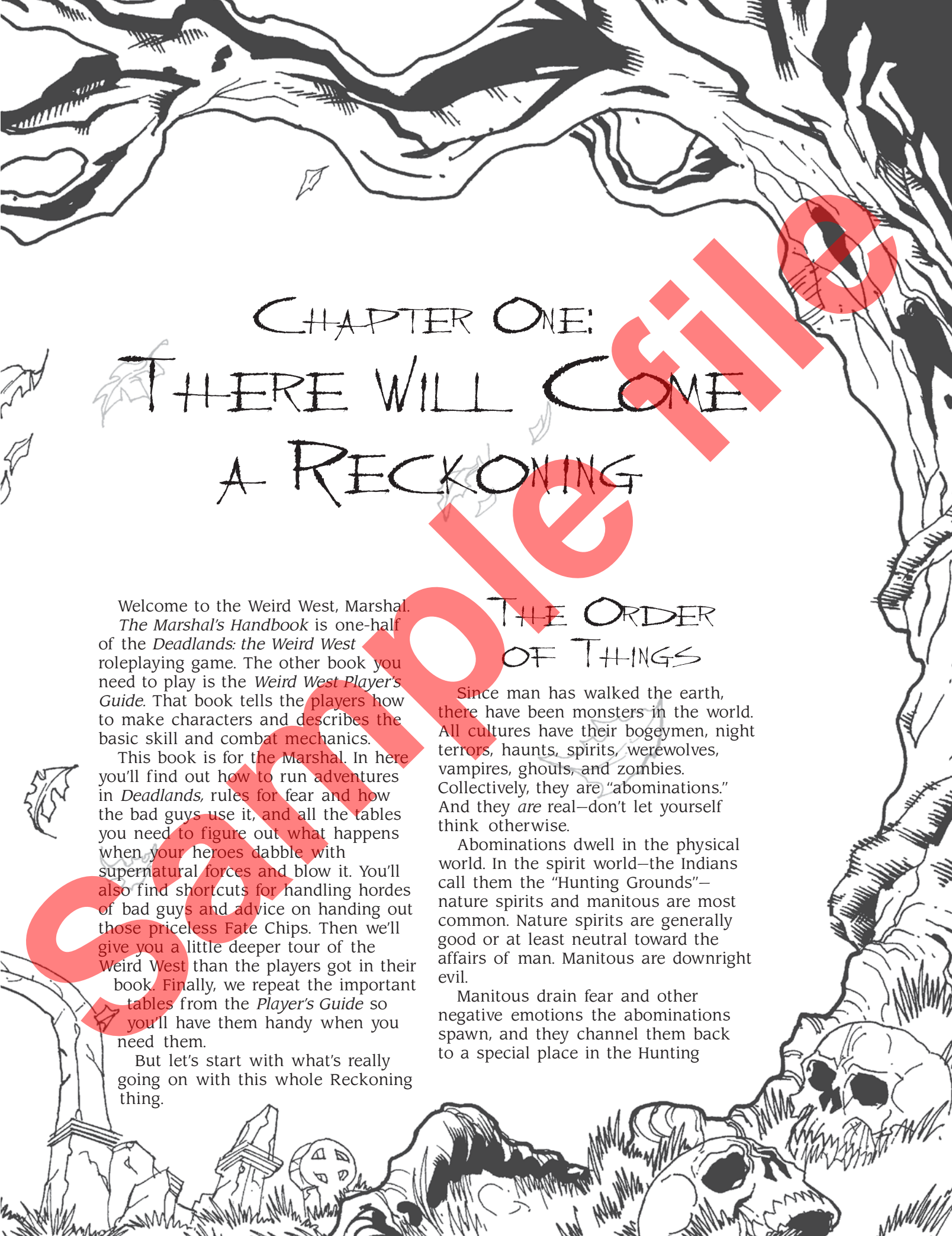
But that's not why I'm here. I need to know who's killin' off all my dead men. S'far as I can tell, a feller named Stone's doin' most of the killin'.

He knows what he's doin' too. Shoots 'em right in the pun'kin. Might even be dead himself. We need to plant him for good, but we also need to figure out why he's so intent on killin' off heroes. Most of 'em have done some bad, but some were pure as the driven snow—'cept for that demon inside 'em, of course.

Stone don't seem to care either way, and he can't have a personal grudge against as many Harrowed as he's killed. An' he ain't no over-zealous do-gooder who thinks you're all blasphemous abominations either.

Tell you the truth, I got a suspicion. I think he's killin' anyone who puts a serious dent in the Reckoner's plans. Scary ain't it? Could it be those bastards are huntin' us down? If it's true, it means we got 'em scared. That means we're doin' somethin' right. So let's keep up the fight. Are you up for it, Marshal? I hope so. 'Cause it's time to ante up again. An' it's only gonna' get worse.





CHAPTER ONE: THERE WILL COME A RECKONING

Welcome to the Weird West, Marshal. *The Marshal's Handbook* is one-half of the *Deadlands: the Weird West* roleplaying game. The other book you need to play is the *Weird West Player's Guide*. That book tells the players how to make characters and describes the basic skill and combat mechanics.

This book is for the Marshal. In here you'll find out how to run adventures in *Deadlands*, rules for fear and how the bad guys use it, and all the tables you need to figure out what happens when your heroes dabble with supernatural forces and blow it. You'll also find shortcuts for handling hordes of bad guys and advice on handing out those priceless Fate Chips. Then we'll give you a little deeper tour of the Weird West than the players got in their book. Finally, we repeat the important tables from the *Player's Guide* so you'll have them handy when you need them.

But let's start with what's really going on with this whole Reckoning thing.

THE ORDER OF THINGS

Since man has walked the earth, there have been monsters in the world. All cultures have their bogeymen, night terrors, haunts, spirits, werewolves, vampires, ghouls, and zombies. Collectively, they are "abominations." And they *are* real—don't let yourself think otherwise.

Abominations dwell in the physical world. In the spirit world—the Indians call them the "Hunting Grounds"—nature spirits and manitous are most common. Nature spirits are generally good or at least neutral toward the affairs of man. Manitous are downright evil.

Manitous drain fear and other negative emotions the abominations spawn, and they channel them back to a special place in the Hunting