





Devils Tower

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The Road to Hell

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Dedicated To:

The Marshals who keep the West weird.

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PINNACLE ENTERTAINMENT GROUP, Inc.

JOURNEY



MARSHAL: 2



CHAPTER ONE: A JOURNEY OF A THOUSAND MILES...



INTRODUCTION

Welcome to *The Road to Hell*, the first part of the climactic *Devil's Tower* trilogy of adventures we're releasing in preparation for our Big Secret in August of 1998. If you're a player, shoo! Give this book to your Marshal, and beg forgiveness.

Marshals should read through the entire book before spinning this tale of treachery. *The Road to Hell* is a wide-open set of situations, a toolbox rather than a strict timeline or a bunch of room-and-monster descriptions. Let your posse wander. Let them follow some red herrings and get in trouble. Your job, in the end, is to make sure they get to the big finale in *The Hideout* (the last scene) and have fun doing so.

THE STORY SO FAR

Several weeks ago, a legendary and strange gem known as the Heart of Darkness was brought from the deepest jungles of South America to Salt Lake City. Dr. Darius Hellstromme had made the gem's discoverer an offer he couldn't refuse, and the intrepid explorer personally delivered the gem to Dr. Hellstromme's private collection, and promptly left the city.

The enormous 150 karat jet-black diamond, presented to Hellstromme at a charity ball at Deseret University, made quite a splash. The event was covered in the local newspapers and the *Tombstone Epitaph*. The Heart of Darkness and the sinister legends which surround it (take a look at the *Epitaph* article at the end of this book) were the favorite topic of conversation in Salt Lake City for weeks afterwards.

The initial buzz about the diamond had nearly died down when it was front-page news again. A group of masked men broke into Hellstromme's mansion and nearly succeeded in stealing the precious gem. They were detected while trying to make their escape and were killed in a shoot-out with the doctor's security forces—at least that's what Hellstromme told the reporters.

In fact, the men were Danites—the Mormons' shadowy enforcers. It seems Brigham was worried about Hellstromme possessing an item with apocalyptic powers like the Heart of Darkness is rumored to possess. The group that was sent in to steal the diamond made it far enough to discover the truth: the diamond on display is a skillful forgery. However, they were captured, interrogated, and then killed at Hellstromme's orders.





The Danites weren't the only ones interested in Hellstromme's trophy. A shadowy figure by the name of Stone (the gent on the cover of the *Deadlands* rulebook) decided he'd like to relieve the good doctor of his prized possession.

Stone, for unknown reasons, wanted the gem and was willing to pay well for it. He had some pressing business to attend to in the City of Lost Angels and needed to find some unscrupulous-types to do his dirty work. He contacted the baddest hombres he knows in the City o' Gloom, a band of desperadoes known as the Tremendae Gang. These outlaws (their gang is named after the leader, "Marshal" Rex Tremendae) are the very best at what they do, bar none. Stone and Rex are old "buddies," or at least they're both Harrowed, and they've gone on a few killing sprees together.

Rex and his cohorts poked around and discovered through their contacts in Junkyard's scientific community that the Heart of Darkness was not in Hellstromme's mansion as the public had been led to believe. It was right under their noses at Hellstromme Industries Plant #13. The outlaws, in their usual subtle fashion, "persuaded" one of the scientists working there to assist them in stealing the gem.

Tremendae and his goons hit the lab hard. The mad scientist of the group, Doc Snead, flew over the plant and dropped some Greek Fire on the far side of the compound. The explosions drew the human guards away from the lab entrance. The rest of the gang snuck into the plant in the confusion and made their way to the lab.

The gang entered the lab with the help of their newfound "friend" and grabbed the Heart of Darkness. Before they left, the gang killed everyone present, including their helper, in very messy ways. On their way out, Tremendae and his friends grabbed some of the other gizmos in the lab to muddy the waters.

Once clear of the plant, Rex dispatched Doc Snead to meet up with Stone in Lost Angels with the Heart of Darkness. The rest of the gang dumped the gear they had taken and then headed for the saloons. Since they followed their usual *modus operandi* of leaving no living witnesses to their crime, they don't expect anyone to be able to track them down. So far they've kept everyone but the gang's "groupies" ignorant to their whereabouts.

Enter our heroes. For various reasons, Hellstromme doesn't want the local constabulary involved with the mystery. Because the location of the Heart of Darkness was a well-guarded secret, Hellstromme also doesn't trust his own people to investigate—there's obviously a rat in the bunch. One of Hellstromme's lieutenants puts the word on the street that Hellstromme Industries, Ltd. needs a posse of qualified, experienced investigators with a little muscle. Once their employment is secured, the heroes are asked to find those responsible for the massacre in the lab and to recover the fabled Heart of Darkness.

During the course of the adventure, the posse follows several false leads and finally learns the identity and location of the Tremendae Gang. The heroes show up at the hideout, duke it out with the villains, and hopefully win the day. Then they discover the Heart has already been sent to the City of Lost Angels to the gang's employer, Stone, who we'll discuss in a little more detail in part two of the *Devil's Tower* trilogy. Let's just say that he's one real baaaaad man.

Hellstromme's lieutenant then offers to hire the heroes, or what's left of them, for a trip to the coast to recover the Heart of Darkness. If they take him up on the offer, for whatever reasons, then you can pick up with the second part of our trilogy, *Heart of Darkness*.



THE SETUP

The best way to get the heroes involved is real subtle-like, seducing them to the City o' Gloom under all sorts of pretenses before getting them involved with the trilogy. This is a big, sprawling story that leads to major changes and discoveries in the Weird West.

The Road to Hell is best suited for heroic (or at least mercenary) posses. If the heroes are in Salt Lake City on their own business, try motivating them with simple greed. Getting in to the good graces of Dr. Hellstromme might give them access to more and better steamtech gizmos they might not be able to afford. It's said that the infamous owner of the Hellstromme Industries is more than generous to those employees who please him—no one mentions those who don't.

Perhaps there's a previous relationship between a hero and one of the dead scientists at Hellstromme's lab, and the heroes find out about the case all on their own. Now the motivation is revenge, and Hellstromme's offer is gravy.

The posse might even be summoned to the City o' Gloom for the job, especially if they've worked with Wasatch before. If they're not familiar with the layout of the city, the Marshal should be prepared for the heroes to bumble around town while they hunt down clues.

If you're feeling ambitious, try a little foreshadowing. Maybe have members of the Tremendae Gang acting up in Salt Lake City before the adventure begins. Advertise an upcoming exhibit of Hellstromme's new man-operated battle suit designs. Play up the Denver-Pacific/Wasatch conflict. Mention the Heart of Darkness story that appeared in the *Tombstone Epitaph*, but don't let the players read the prop clip of the story unless one of the heroes is an avid reader of that fine periodical, or in its employ. A wealthy character may even be a member of the Explorer's Society, who were in town for the presentation of the gem.

You might also immerse the heroes in the town by having them visit the various locales described in Chapter 3 before the adventure starts. This way, it's more natural for the players to say, "Oh yeah, what about *that* lead?" rather than you having to tell them what their heroes are supposed to already know. The subtle workings of the City o' Gloom may be confusing if you dive in head-first. Once your posse starts down *The Road to Hell*, there's no turning back, good intentions aside. Make sure you're good and ready to make the trip.

FINE TUNING

One of the hardest parts of running an adventure like *The Road to Hell* is making the threat appropriate to the posse. Don't hesitate for a moment to increase or decrease the power of Tremendae's gang to match the posse's firepower. It's no fun if the entire posse gets massacred, even if it their own fault.

If you need to give your heroes a break, let the bad guys run out of ammo or become distracted by something in the scene. It's easier to maintain continuity through the adventure and keep the players happy if new heroes aren't constantly appearing to replace dead ones. On the other hand, don't let them off too easy.

Finally, don't let every encounter devolve into combat. Not every disagreement can or should be resolved with gunfire or hexes. While Junkyard is a wild and woolly place there are still law dogs on the street. This is Mormon territory and a theocracy to boot, and the cops don't hesitate for a moment to lock up anyone endangering law-abiding citizens.

THE TREMENDAE GANG

The villains of *The Road to Hell* are known as the Tremendae Gang, and a worse bunch of thugs you've never met. We're going to see them throughout *The Road to Hell*. Other extras are described in the scenes where they appear.

The Tremendae Gang is one of the most feared bands of desperadoes in all of Deseret (what the Mormons call their "nation" in the salt plains of Utah), next to Hellstromme Industries, Ltd. They are wanted for murder, bank robbery, rape, horse thievery, and a list of other offenses as long as a Winchester's barrel. They call Junkyard home.

Why would the gang hide in the middle of Mormon country? They figure there's no better place to hide. Both the North and South are stymied by the Mormon standing army known as the Nauvoo Legion, as well as more shadowy enforcement groups like the Danites and Black Chaplains. Only very brave or very stupid bounty hunters would dare cross these ruthless enforcers. Several of the Gang's members rely on the technical knowhow of the local science population to give them their edge. Best of all, Junkyard itself is a pit of iniquity, harboring 20,000 greedy, decadent, unstable reprobates either wrapped up in the flow of money and ideas or dying of black lung under the pollution that gives the City o' Gloom its name.



SHAMELESS PLUGS

While this adventure is set in the City o' Gloom, strictly speaking you don't need to own the boxed set by the same name. We've included descriptions of the important settings so you don't need any more than this book. That being said, consider using the *City o' Gloom* (the boxed set, that is) as your adventuring base for a while, so you don't tip your hand to the players when you start pawing through this book. That's plug number one.

Second plug. The villains of this happy tale are very, well, competent. We haven't pulled any punches with their backgrounds, and sometimes their abilities reflect rules that have appeared in other *Deadlands* products. Here's the breakdown of where various new abilities first appear:

Augmentation: for Zik, *City o' Gloom*

New Hexes: for Casper Zed, *Hucksters & Hexes* and *Law Dogs*

Guardian Spirits and New Rituals and

Favors Rules: for Walter Hot Irons, *Ghost Dancers*

Weird Gizmos: *Smith & Robards*

New Harrowed Powers: for Rex Tremendae, *The Book o' the Dead*

Ch'i Powers: for Elvira Santa Dominga and the immigrants, *The Great Maze*

If you come across a character with an unfamiliar ability, you can do one of three things. Naturally, you can buy our books; we'd appreciate it, since it means we won't have to auction off our children to pay the bills. Or you can wing it and make up rules that seem fair and reflect the name of the ability, or the characterization of the dude with the ability. Third, you can rewrite the abilities so they fit with what rules you *do* have. We have no problem with a bit of invention on your part, so long as you and the posse have fun.

RUNNING THE GANG

Tremendae and his cohorts are intended to be a significant challenge for an experienced posse. Each member of the gang is a tough and capable hombre. Once the posse comes to blows with them, we recommend you use the normal wound system for each of the gang members rather than the quick hit system described in *Deadlands*. If you feel your posse is up to the challenge, you might even consider drawing three chips for each of the main gang members.

MARSHAL REX TREMENDAE

The Tremendae Gang is named after the gang's leader "Marshal" Rex Tremendae. A self-styled lawgiver who enforces a legal code that includes items like "the right to eliminate competition by any means necessary," the highly charismatic Marshal Rex leads a gang of five of the wickedest murderers and thieves in all the Weird West. Each member of the gang has been the subject of more than one dime novel describing his mythical exploits. All of them have been caught for a hanging more than once, but like their dime-novel counterparts, they always seem to escape.

The Tremendae Gang is sometimes referred to as the Tremendez gang; some people think they're Mexican desperadoes. Rex himself does not care for this name one bit. Not that he has anything against Mexicans: he just wants to make sure his group of desperadoes receive its full due of infamy for its deeds.

Marshal Rex and Stone go way back. They served together in the 13th Alabama Regiment at Gettysburg. Rex survived the battle only to desert his unit afterward. He and Stone headed back south long before General Lee turned his army around. For the next few years they terrorized much of Missouri and Kansas, robbing banks and generally raising Hell. During one of their last bank jobs together, Rex was wounded. Not wanting to wait for a wounded man, Stone finished him off and used his pull with the Reckoners to ensure Rex returned as a Harrowed.

Rex didn't react too well to this, and the two parted ways shortly thereafter. Tremendae eventually came to see the advantages of being one of the living dead, and he and Stone are as close now as ever.

The Marshal wears a badge he stole from an actual US Marshal he once killed, and he keeps a collection of badges from all the lawmen he's killed pinned along the inside of his duster.



JOURNEY

PROFILE

Corporeal: D:4d12, N:2d10, S:3d8, Q:2d12, V:4d8
Climbin' 3d10, dodge 4d10, drivin': steam wagon
3d10, fannin' 5d12, fightin': brawlin' 5d10, horse
ridin' 4d10, quick draw 6d12, shootin': pistol
6d12, sneak 4d10, speed load: pistol 4d12

Mental: C:3d8, K:4d6, M:3d12, Sm:2d8, Sp:1d10
Area knowledge: City o' Gloom 3d6, bluff 3d8,
guts 2d10, leadership 3d12, overawe 5d12,
ridicule 4d8, scrutinize 4d8, search 3d8,
streetwise 4d8

Edges: Keen, level headed, renown 2, two-fisted

Hindrances: Big britches, bloodthirsty, mean as
a rattler, outlaw

Special Abilities:

Harrowed: Dominion 6

Harrowed Powers: Stitchin' 4, unholy host 4,
unholy reflexes 3

Gear: Army pistols x 2, bandoleer, box of regular
.44 ammo, US Marshal's badge, leather duster,
black Stetson.

ELVIRA SANTA DOMINGUA

Elvira Santa Domingua is the second most
important member of the Tremendae Gang. She's
of Spanish or Mexican descent—it's hard to tell
which—and a very, very efficient killer.

She might have been pretty once, but a long,
nasty scar now twists from the top of her scalp,
down her left cheek and shoulder, and
disappears under her shirt.

Originally an assassin for Kang's Iron Dragon
railroad, Elvira is a skillful martial artist. She is
almost literally covered in small, hidden blades:
retracting knives in her boots, a punch knife in
her belt buckle, a curved blade hidden in a
pendant and hung around her neck with a wire
that doubles as a garrote, even a couple slipped
under her shirt. She also recently "acquired" a
shooting knife from the massacre at Lab 13. She
can become a swirling cloud of blades, or she
can kill quieter and faster than a Shoshoni
scout. It's apparent she's gotten martial arts
training on par with Kang's tong fighters.

Her equipment fetish doesn't stop at her
impressive array of blades. Elvira also packs a
grappling-hook launcher she uses to shoot up
into the maze of the Steel Sky (see **A Quick
Tour of Junkyard**, page 10), and a sawed-off
shotgun she keeps slung across the middle of
her back. The gun might just annoy you at 50
yards, but up close it can clear out a room.

Elvira is unquestioningly loyal to Rex, he
saved her from a fate literally worse than death
when she was captured by a voodoo houngan

she had attempted to assassinate. She gave up
everything and joined the Tremendae Gang. This
loyalty has started rumors that she and Rex are
an item despite the fact that the Marshal's
current living-impaired condition prevents any
sort of physical relationship.

Rex is happy to let such stories float around,
and Elvira refuses to confirm or deny it. That's
because she never talks. Ever. Some folks think
maybe her voice box got cut at the same time
she got her terrible disfigurement. Actually, she
isn't mute at all; she just never has had much to
say. In *The Road to Hell*, the only time she talks
is if she's dying or Rex is killed.

PROFILE

Corporeal: D:3d10, N:2d12, S:3d6, Q:4d10, V: 3d8
Climbin' 5d12, dodge 4d12, fightin': eagle claw
5d12, fightin': knife 5d12, shootin': shotgun 4d10,
throwin': knife 4d10

Mental: C:3d8, K:2d6, M:2d10, Sm:1d8, Sp:3d10
Ch'i 3d10, guts 4d10, overawe 3d10, search 3d8

Edges: "Don't get 'er riled!", enlightened, martial
arts training

Hindrances: Bloodthirsty, death wish, outlaw,
ugly as sin

Special Abilities:

Ch'i: 30

Kung Fu: Cobra strike 3, monkey goes to the
mountain 4, thunder strums the pipa 4,
venom punch 4

Gear: Grappling-hook gun, knives (effectively
unlimited supply), shotgun, box of shells, wire
garrote, shooting knife.

GRAPPLING-HOOK GUN

The grappling-hook gun fires a three-pronged
grappling-hook attached to a 25 foot length of
thin rope. Catching the hook in the gut is painful
but usually not fatal. On a successful *shootin':
shotgun* roll, the shooter successfully hooks
whatever solid surface she was aiming for
within 25 feet. One shot, speed 2, ROF 1, Range
Increment 5, Damage 2d4, Malfunction 18.

MALFUNCTION!

Minor Malfunction: The grappling-hook flies
to the end of the rope's length. The user must
make an Onerous (7) *Strength* roll to keep his
grip on the gun.

Major Malfunction: The rope detaches from
the gun. The hook lands 4d20 yards away.

Catastrophe: The rope snags, causing the hook
to loop back at the user. The user gets
hooked by the grapple for 2d4 damage.



MARSHAL: 7



GARROTE

A garrote is used to strangle or decapitate a target. After a successful *fightin'* roll, the garrote user can catch the target around the neck by winning an opposed *Nimbleness* contest. Once the garrote is around the target's neck, the attacker does STR+1d4 damage to the guts every turn; the target must make a Hard (9) *Nimbleness* roll to escape the garrote once it's around his neck. If the garrote is cloth or rope, the attacker may choose to inflict only Wind damage. If the garrote is wire, the target is decapitated on the turn the wound becomes a maim.

ZIK

Zik is a *huge* bruiser of a man, tipping the scales at just past 500 pounds according to the horse scale that weighed him last. This beast is barely literate and nearly unkillable. As if his sheer size wasn't enough, Zik has also been heavily "augmented" by Dr. Leonitus P. Gash, a mad scientist whose body-altering technologies have become quite popular among the pit fighters in the City o' Gloom.

Zik's most distinctive augmentations are a metal plate that covers half his head, an enormous oversized claw he has to drag behind him when he walks, and various pistons and gears where he needs stronger muscles. Zik may be one of the most heavily augmented subjects of Gash's experiments.

The motivation behind Zik's devotion to the Marshal is a bizarre self-help ethic which he developed when Tremendae hired him (as he likes to say, "Ah never learnt the meanin' of the word cain't."). Zik had been a pit fighter, one of the best in fact, and he never flinched when his trainer/coach/handler insisted he get yet another augmentation. Then Rex came along and explained that he could make a lot more money by joining his gang. So Zik, under the guidance of Rex, "explained" to his trainer/coach/handler how he had a better offer and was "movin' on ta greener pastures." The man was found snapped in half in the middle of the training ring.

Because of Zik's self-help ethic, he can be negotiated with more than the other members of the gang—if you can stay out of reach of his claw for that long. The sudden disappearance of Zik has been a shock to the pit-fighting industry. Despite the horrible death of his coach, some people still believe it to be a publicity stunt.

Zik is short for Ludwik Zeloznicki. His parents immigrated from Poland and saddled him with a traditional name. Zik suits him just fine.

PROFILE

Corporeal: D:1d8, N:2d10, S:4d12+4, Q:1d6, V:3d12

Dodge 3d10, *fightin'*: *brawlin'* 7d10

Mental: C:2d4, K:1d4, M:4d8, Sm:2d4, Sp:3d6

Guts 4d6, *overawe* 5d8, *tinkerin'* 3d4

Edges: Brawny, mechanically inclined, thick-skinned

Hindrances: Clueless, illiterate, ugly as sin

Special Abilities:

Augmentations: Armor plates on guts and head (Armor Level 3), Owl Eye visor over right eye (allows his to see in the dark, same as in *Smith & Robards*), steam claw.

STEAM CLAW

Zik's right arm ends in an enormous steam-powered claw, sort of a 200-pound pair of pliers. Zik can use this claw like a club and deliver STR+1d6 damage, or he can try to grab his opponent by rolling his *fightin'*: *brawlin'* versus the target's *Nimbleness*. If he grabs his foe, the claw starts slowly squeezing down, doing 1d10 damage each turn. Breaking the grip of this mighty claw takes an Incredible (11) *Strength* roll.

The claw has an Armor of 3 and 25 hits. Zik must beat a Reliability of 18 for every five points of damage the claw takes.

MAJORITY

Minor Malfunction: The claw can't close anymore, and it becomes a club.

Major Malfunction: Steam starts spraying out of the joints, scalding Zik with 1d12 damage each turn (and anyone else within a yard with 1d8 damage) until he turns it off (one action).

Catastrophe: The claw and augmented arm to which it is attached rips from Zik's body, delivering a maiming wound to his guts.

CASPER ZED

Casper Zed is one smooth cat. As the gang's front-man, Zed handles the fencing of stolen goods as well as the greasing of corrupt lawmen's palms. He also handles the magical side of things for the gang, should such services become necessary. Zed's *touch o' death* has become his calling card. Many of the gang's enemies wind up dying at an early age of "natural causes."

The English-born Zed started his professional life as a hexslinger for hire, a romantic and suave character cut straight from a Jules Verne epic. He learned the arcane arts in Europe and sought his fortune in the American West—the land of opportunity.



JOURNEY



Hucksters always have a hard time with the locals, but add to that a British accent, black skin, and a tinhorn wardrobe, even the most talented magician is looking at a shortened lifespan. Zed enjoys the security of belonging to the gang, but make no mistake, he's among the most talented hexslingers this side of the Atlantic.

Now in his mid-thirties, Zed is physically remarkable not only because of his skin and accent, but also by shocks of white hair that stick straight out of his scalp and the backs of his hands, the side-effects of a rather nasty backlash he suffered as a young hexslinger. Rumors of lycany...lyc...werewolfism followed Zed wherever he went back home. Such rumors serve him well now that he's thrown in with the Tremendae gang.

Zed's time with Rex has narrowed his talent's focus. The hexslinger has become an assassin. His victims rarely see him coming before it's too late. Most inhabitants of Junkyard steer clear of the huckster despite the large reward for him. Otherwise, Zed is a devout coward, preferring to strike out at his victims from the shadows and crumbling at even the slightest interrogation.

PROFILE

Corporeal: D:2d8, N:3d6, S:4d4, Q:2d10, V:3d6
Climbin' 4d8, Filchin' 3d8, shootin' pistol 4d8, sneak 4d8

Mental: C:3d6, K:3d10, M:2d4, Sm:3d12, Sp:2d10
Academic: occult 4d10, bluff 4d12, disguise 3d10, persuasion 4d4, scrutinize 4d6, streetwise 3d12

Edges: Arcane background: huckster, purty

Hindrances: Ferner, thin-skinned, tinhorn

Tricks: False face 5d12, shatter 4d10

Hexes: Bash 5d10, confound 6d12, incognito 6d12, soul blast 5d10, spirit coils 4d10, swamp gas 4d10, touch o' death 5d10, wildfire 4d10

Gear: .44 Derringer, box of ammo, French suit.

WALTER HOT IRON

Walter Hot Iron is an Apache, now a scout and sneak in the Tremendae gang. Hot Iron's village was destroyed by the Flying Buffaloes in Arizona a couple years ago, after he and a small group of braves stole a shipment of ghost rock destined for Fort 51. The warrior-priest went looking for someone to take it out on up north. Hot Irons also has a bit of a drinking problem,

and when he's not on a job you can usually find him at a local saloon, getting drunk and starting fights. He's the most recent addition to the Tremendae Gang; the other members say Marshal Rex let the Indian join so he could prove he doesn't hate Indians.

The Apache has an impressive selection of one-of-a-kind or discontinued firearms, all tricked out with fetish markings to appease the spirits. He keeps his weapons bundled together in a piece of soft hide; he calls the whole package his medicine bundle.

PROFILE

Corporeal: D:2d12, N:3d8, S:2d8, Q:1d10, V:2d8
 Fightin': knife 4d8, shootin': rifle 4d12, shootin':
 rocket launcher 2d12, speed-load 3d12

Mental: C:2d10, K:3d6, M:2d8, Sm:4d6, Sp:3d8
 Area knowledge: Four Corners 4d6, faith 1d8, guts
 4d8, ridicule 4d6, search 2d10, trackin' 3d10

Edges: Guardian spirit (Owl) 1, level-headed,
 sense of direction

Hindrances: Big mouth, disloyal, hankerin'
 (alcohol)

Favors: Spirit warrior, turtle's shell

Rituals: Pledge 2d6, spirit song 1d8, war cry 3d8

Gear: Ammo hand-loading tools, Colt Buntline,
 Evans Old Model Sporter with 4x telescope,
 medicine bundle, Sharps Big 50, rocket
 launcher (see page 35), two rockets.

DOC SNEAD

Garland "Doc" Snead is the gang's techno-wizard. He's a skilled scientist gone bad. Snead once worked for Smith & Robards, but he was fired because he allowed a test pilot to fly one of his creations even though he knew it had some serious design flaws. The pilot was killed, and Snead only escaped arrest by fleeing into Junkyard. Rex took him in and put his mechanical genius to work for the gang.

The others call him Doc because he spent a short stint as a corpsman in the Union Army. Brain surgery is beyond his ability, but he can stitch up a wound with the best of them—as long as he hasn't been hitting the bottle the patient should end up with a fairly straight scar.

Doc loves flying gizmos. He's working on a flying machine that uses pressurized steam jets to propel it, but it hasn't progressed much farther than the drawing board. The components are expensive, and he keeps blowing his share of the gang's loot on drunken binges. Because of these binges, he hasn't realized that Rex has been quietly discarding pieces of the contraption

and Doc's notes. The Marshal is afraid that Doc may leave the gang if he ever finishes his gizmo, and his services are just too valuable to lose.

Snead is friends with Dr. Byrd at Brunhoff's Klockwerkstelle. Snead learned of the Heart of Darkness' location from Byrd, which Byrd overheard from Brunhoff's conversation with Dr. Gerlach, a scientist who used to work at the Klockwerkstelle but now works at Plant #13. He let it slip while visiting his old friends.

The Doc has been able to perfect one of Dr. Byrd's whirligigs and often uses it to travel around the city. Snead is using his whirligig to travel cross-country to the City of Lost Angels with the Heart of Darkness. Rex has made it clear to Snead that he if he even thinks about a whiskey bottle before he delivers his package to Stone, Tremendae will use his guts for garters. The posse can't run into Doc Snead until the next installment in this series, *Heart o' Darkness*.

A QUICK TOUR OF JUNKYARD

This section gives you enough information so you can narrate the setting without having to own *City o' Gloom*. If you have that fine product, refer to it for more information.

THE FEEL OF JUNKYARD

The Road to Hell takes place in Junkyard, a zone of soot-covered factories, saloons, and slums in Salt Lake City, the capital of Deseret and the center of Mormon life in the West. Junkyard began as the maze of steam pipes and conduits Dr. Hellstromme built to bring modern amenities to Salt Lake City, but soon people started pitching tents among the pipes. Not long after, a town sprung up.

One of the best things you can do for your posse is establish the mood of Junkyard. It's still in the West, and it's definitely weird, but Junkyard is also different from most all the cities the heroes may find themselves in. Keep these ideas in mind as you narrate your scenes in Junkyard.

CLAUSTROPHOBIA

Junkyard is the most cramped place this side of the Mississippi. Above the squalor squats the Steel Sky, a maze of hissing steam pipes, sparking electrical conduits, and spewing gaslines that provide amenities like electricity and plumbing. Under the posse's feet are the sewers, tunnels that connect to every building and carry the city's waste to God-knows-where.



Besides the fact that Junkyard is not big sky country, there's just a whole lot of people here. Many thousands of people in fact, all competing for clean water and a shot at the brass ring offered by Big Science and the ghost rock that continues to pour into the city.

The streets of the city are almost impossible to navigate for those who haven't spent several months learning their way around. Despite the electric lighting, Junkyard's metal sky and smog doesn't allow much light in. Often alleyways are there to get to massive steam pipes, and dead-ends, or a road will be blocked by a broken down steam contraption. Marshals should require Onerous (7) *area knowledge: Junkyard* rolls if the heroes want to quickly go someplace they haven't been to more than a couple times. Otherwise, the combination of crowds and labyrinthine roadways can make a trip across town an all-day affair.

SOOT

The City o' Gloom is called that for a good reason. A cloud of oily black soot hangs over and in the city, the result of burning ghost rock as well as old-fashioned coal-burning furnaces, metal refineries, and lumber operations. Citizens eat, breathe, and sleep in this soot, and they catch diseases that make tuberculosis seem like a sore throat. And since there's a good amount of ghost rock fumes in the soot, people have been known to go a little crazy now and again.

Most people in the Junkyard wear a soot mask, either a surgical mask or a bandanna, which can make identifying people a real problem. There are a few places people can go to escape the soot, such as the Steamer Saloon. The Mormons who live in Salt Lake City seem to be immune to the effects of the soot, and you can always pick them out because they're the only ones not wearing masks.

A side effect of everyone wearing masks in the open is that, combined with the huge population of the place, there's a chilly anonymity to Junkyard. The only way to identify anyone for certain is by his dress, speech, or mannerisms.

Every month a non-Mormon lives in the City o' Gloom, he must make a Foolproof (3) *Vigor* check (or Fair (5) if he hasn't worn a soot mask most of the time). If he fails, he loses 1 point of Wind forever. Unless you intend to keep the heroes in town after the end of *The Road to Hell*, this roll shouldn't come up more than once, just as a reminder to wear their masks.

BIG SCIENCE

It's a World's Fair every day in Junkyard! Every week brings another batch of strange new inventions, not only in weaponry (unseen to most people not involved in the Great Rail Wars) but also in everyday devices. Never mind that it's this same Big Science that is killing the customers with lung cancer.

Every wall is plastered with posters hyperbolizing all sorts of new gizmos: "The Absolutely Remarkable New Clockwork Beer Distillery!" or "The Wondrous New Portable Electrostatic Light Wand!" This has become the language of the city, where if it isn't remarkable, wondrous, amazing, revolutionary, or somehow involves steam, clockworks, electricity, or pneumatics, it isn't worth paying attention to.

GREED

Despite the rundown conditions of Junkyard, the deadly diseases cropping up from pollution, and the cramped quarters most everyone finds themselves in, there is a Hell of a lot of money moving around this town. It's easy to make, or lose, a fortune in the City o' Gloom, in the snap of a finger. If you're in the right place at the right time with the right new invention to sell,





you might become the hot new commodity of the hour. Many young inventors like this are taken in by Hellstromme Industries, Ltd., lured by vast sums of money.

It seems like everyone in Junkyard has a real team spirit regarding her employer. It's great sport to discuss the major conflicts in the city: lab versus lab, rail versus rail, factory versus factory, even inventor versus inventor. There's a cult of personality surrounding luminaries like Dr. Hellstromme and Dr. Gash. Rumors fly fast, barroom brawls break out at the slightest insult, and defamation and espionage are the rules of the day. On the flip side, typical debate topics like politics aren't important to most folks.

Maybe it's just the ghost rock fumes at work.

LAW ENFORCEMENT

The lawmen of Salt Lake City are all Mormons. In Junkyard, they overlook minor offenses like carrying firearms in the city, lewd and lascivious behavior, and petty theft. However, should the heroes drift into Salt Lake City proper or participate in major offenses such as murder or horse thievery, the local law dogs take an interest.

There are only a couple of deputies in the Junkyard, and the city jail holds no more than about 50 people at a time. Given the city's population of 20,000, it's easy to see why most offenses go unpunished.

There is another kind of law enforcement at work in Salt Lake City as well: the mysterious Danites. No non-Mormon knows if the Danites even exist, although their deeds are well known by the locals. The Danites are the avenging angels of the Mormon Church, men and women in black who do the bidding of Brigham Young himself. They're known to particularly dislike Hellstromme and what he's brought to the city.

PLACES OF NOTE

This section includes places mentioned in both the *City o' Gloom* boxed set as well as in *The Road to Hell*. Places that appear in this adventure are detailed in Chapter Three. This is just an overview for those Marshals who want to spend some time in the Junkyard before starting the events that appear in *The Road to Hell*.

We've also **highlighted** the scenes in which these locations are used. If you're trying to give your posse a useful preview of the Junkyard, try to work in these locations at least once.

The Steamer: This is one of the most popular saloons in the Junkyard. Hot as a sauna, the Steamer also features some of the cleanliest air in town and a mighty fine selection of liquor as well. Some of the Tremendae Gang members and Danites hang out here, as described in **The Steamer** (page 26).

Brunhoff Klockwerkstelle: This is one of several private workshops in a hacienda located just outside of Junkyard. It is owned by a collective of scientists and engineers who share rent and electricity costs and use the members' combined talents to win audiences at major manufacturers like Hellstromme Industries, Ltd. and Smith & Robards. This is where the Tremendae gang learned of the Heart of Darkness' location. Dr. Brunhoff's lab is trashed in **The MAXIS** (page 33).

Cat's Used Goods: Katherine "Cat" Washington, the proprietor of Cat's Used Goods, is known to carry a staggering array of used goods at very reasonable prices. You name it, she's either got it or can get it. Some of the items stolen from Hellstromme's lab made their way to Cat's, as the posse can discover in **Nine Lives** (page 30).

Doc Yates: He's the best sawbones in town. The heroes may end up in his office.



Granny Smith's Arms Factory: Granny Smith, one of the last of Mormon founder Joseph Smith's wives, made a name for herself by inventing the short-lived Mormon Rifle. Since then, better designs have come along, but Granny continues to tinker with new designs while her factory churns out firearms and other gizmos. She also has an impressive collection of rare and unique weapons. Use this location to plant a new gizmo or relic for your posse.

Hellstromme Industries Factories: Dr. Hellstromme owns the great majority of the factories in Junkyard. His name is known by everyone, and he slaps it on every product that comes out of his factories. The laboratory in **The Scene of the Crime** (page 19) is part of the notorious Plant #13, known to be the most dangerous place in all the Junkyard to work.

The Ledge: Owner and proprietor Clarence "The Shark" Venturino built this saloon on the fourth story of an apartment building after retiring from the popular bloodsport Swing.

Madam Marie's Dance Hall: This is the preferred brothel of Junkyard gentlemen (and soot-covered miners). Madam Marie is hassled by the Salt Lake Valley Moral Society on occasion but is otherwise an upstanding citizen. Madam Marie's girls are worth more than gold to the male-dominated Junkyard, so she is protected by the citizens. Nothing special happens here in *The Road to Hell*, but it might be a good red herring for the posse. The Danites also use Madam Marie's to spy on the Gentiles—that is, anyone who isn't a Mormon.

The Monkeywrench: A saloon for scientific types. Chalkboards line the walls, and posters of the latest scientific breakthroughs are everywhere. Patrons detrimental to the productive atmosphere are asked to leave.

Jackson Smeltworks: The Smeltworks is an abandoned ore refinery and machine shop in a dying section of the Junkyard. This area is now home to criminals, homeless, and drunks. This is also the gang's hideout, so don't let the heroes poke around too much before the grand finale in Chapter Four. You might describe one or more of the Tremendae Gang walking into the abandoned area, but be casual about it.

Smith & Robards' Showroom: Smith & Robards keeps its main retail operation in Junkyard. The posse may visit the Showroom during its investigations. The prices here are more competitive than the catalog's.

Worker's Hospital: A character who visits the quacks here risks life and limb. Assuming a hero goes to the worker's hospital for an injury.

COMMON ENCOUNTERS

Marshals can add some color to the scenes between the scenes in Chapter Three with these encounter ideas. Use or ignore as you see fit. Stats for all these folks are in **Boot Hill** at the end of the book.

Dealer: The hard lives of Junkyard workers drive many of them to drink. Quite a few also resort to harder substances, such as opium, absinthe, or strange elixirs concocted by unsavory alchemists. The dealer provides these pleasures, sometimes on street corners but more often in the back room of an otherwise respectable establishment.

Drunks: A band of drunken miners or factory workers staggers into the posse, liquored up and looking for a fight.

Fence: Hey, want a watch? Steam-powered shoes? The fence deals in all sorts of small, portable items with mysterious pasts.

Feral Dogs: Plenty of feral dogs skulking in the shadows of Junkyard.

Immigrants: These are the Chinese workers who labor for the rail companies. Given the presence of the Denver-Pacific and Wasatch Railroad in Salt Lake City, there are quite a few of them in town. Most of them are the elderly parents of the workers who are actually on the rails, building new lines out in the countryside.

Lurkers: A bunch of street urchins lurk in the Steel Sky, dropping onto unwary travelers to liberate them of spare change.

Mechanical Cats: Evil, mechanical cats creep around Junkyard and steal people's breath. Groups of little glowing eyes peering from the shadows are the first indication of an attack.

Patrol: The law dogs of Junkyard patrol in groups of two deputies, each armed with shotguns. They're always clean of the grime that sticks to everyone else, because the law is always Mormon in Salt Lake City. A patrol ignores disruptions up to barroom brawls, but intercedes if guns come out.

Pickpocket: In such a crowded city as Junkyard, it's inevitable that some people look to make an easier buck than sweating it out in a factory. Pickpockets might either be sly operators or violent thugs.

Preacher: Some non-Mormon preachers live in Junkyard and spread the good word on the street corners. Most religions are tolerated in the City o' Gloom.

Prostitutes: They travel in groups of two, fearful of attacks by drunks or worse. Can't even tell if they're pretty or not with the face masks.







CHAPTER TWO: SIGN ON THE DOTTED LINE



THE OFFER

Here's where the posse gets offered an obscene amount of money for doing Hellstromme's legwork. First make sure you've read Chapter One.

Once you've got the heroes in Salt Lake City and they're primed to hear Hellstromme's offer, it's time to introduce them to Hanuman.

HANUMAN

The posse is contacted by Hanuman, one of Dr. Hellstromme's most trusted lieutenants. He's an Indian (from India, not the other kind), dark and mysterious and all business. He wears tailored wool suits no matter what the weather is like, and always carries a black leather attaché. Hanuman speaks nearly flawless, Oxford-accented English, with a faint hint of Hindi in some of his vowels.

The initial contact may come in one of several ways. Hanuman may contact the heroes through other extras in Junkyard, even those whom the posse believes could not normally be connected with Hellstromme. This demonstrates Hellstromme's power in the city (once it's revealed that Hellstromme is the employer).

Another way Hanuman might contact the heroes is by simply sitting at their table in a saloon. He says he's heard good things about them (but won't say where) and has an offer from somebody who needs special assistance.

If the heroes have been in the City o' Gloom for a while and have settled into a regular address, there is a letter waiting for them at their hotel room, flop house, apartment, etc. The letter requests a meeting and states a time and place such as a local saloon or the lobby of the place they're staying in. No need to reply; just show if they're interested in a well-paying job.

Hanuman tells the posse "his employer" (he doesn't mention Hellstromme at first) is looking for competent, intelligent, and discreet assistance in avenging a heinous villainy. Hanuman talks in flowery phrases like that—ham it up. If he is pushed for the employer's name, Hanuman is coy but eventually reveals it is Dr. Hellstromme. Hanuman knows the name packs a punch, so he saves it like a hidden Derringer. By now, the heroes should know this name is synonymous with wealth and power in Salt Lake City.

The only details about the case Hanuman reveals to the posse are that it involves murder most foul and extremely valuable, irreplaceable, stolen property. The police can't be involved because they lack the discretion necessary when exposed to the inner workings of Hellstromme Industries. There is also Hellstromme's fear that the Danites control the local police (which they pretty much do). Since the Danites are suspected whenever anything goes wrong at Hellstromme Industries or Wasatch Railroad, it would be stupid to alert them to a private investigation of this magnitude.





If Hanuman feels the heroes are sufficiently intrigued or greedy, he offers the carrot of compensation for their services. If they're hesitant, he may go ahead with his offer or he might bring out his stick of threats and punishment. In either case, he still refuses to go into details about the case.

Hellstromme is not a trusting man. He trusts Hanuman, but Hanuman is not cut from particularly tough cloth. Most of Hellstromme's other employees are factory grunts, eggheads, or disembodied brains in automatons, all of whom he keeps at arm's length when it comes to deep secrets about his business. The details of the case suggest that the perpetrators had some inside assistance, so Hellstromme wants someone from outside his organization to investigate. There's no shortage of gun nuts and greedy hucksters in the City o' Gloom, but the heroes have the best mix of intelligence, guts, and intuition Hellstromme's money can buy in time to catch the thieves.

THE CARROTS

The first carrot is \$10,000 in Confederate gold (or \$2,000 times the number of heroes in the

posse, if you have a lot of players in your group). This number should make the heroes' hearts stop, bring tears to the eyes of strong men and send women swooning. In other words, \$10,000 is a lot of money to your typical gunslinger.

Once Hanuman has the posses' attention with this extraordinary number, he offers several options and caveats:

- The payment can be made in gold, paper, or trade in Hellstromme Industry, Ltd. products (use the *Smith & Robards* catalog for price guidelines).
- He will not pay more than \$100 per hero as a retainer until the mystery is solved and the stolen objects are returned. Hanuman won't offer a retainer to start, but if somebody asks, start at \$50 and let the posse haggle with Hanuman for a while. If the heroes consider doing something un-heroic like running out of town with the retainer in their pockets, remind them that Hanuman has found them before and can find them again.
- No money will change hands until all members of the posse sign a Non-Disclosure Agreement (NDA), forbidding them from ever mentioning their employer to anyone ever. Should they break this NDA before the end of the investigation, they forfeit the rest of the payment. If they break it after, there might be "retribution." Hanuman refuses to be any more specific than this.

If this sounds like too much money, don't worry. The heroes aren't going to see most of it.

THE STICK

If for some reason the heroes just can't be interested in pursuing Hanuman's offer, you're faced with two choices: Either let them go (and thanks for buying our book, by the way) or resort to force.

Hanuman withdraws from his black attaché several files. Each file has several pages of notes about each hero, their families, crimes, and misdeeds for as far back as your personal game has run. No point in asking how Hanuman has come to have this information; he just does.

Dr. Hellstromme holds a lot of sway in both the Union and Confederacy and can make heroes' troubled pasts go away. On the other

hand, he won't hesitate to alert his friends on both sides of the border as to the heroes' location if they don't want to cooperate, or resort to even fouler methods of persuasion.

THE BRIEFING

Once the heroes sign on to the case, Hanuman fills the posse in on the details and pays them their retainer (if they negotiated one).

These are the details of the case as Hanuman knows them:

✦ A laboratory at Hellstromme Industries' Plant #13, widely known as the most dangerous place in Junkyard to work (an Easy (3) *area knowledge: Salt Lake City* roll reveals this), was broken into the previous night. The lab was looted, and the researchers were murdered.

✦ Among the items stolen was a large black diamond known to collectors as the fabled Heart of Darkness. Hanuman gives the heroes the clipping from the *Tombstone Epitaph* (see the prop at the end of the book), explaining it is the only known photograph of the gem. The gem is too well known among jewelers, and it is uncuttable by any means, so it won't be showing up for sale anywhere in the world. The only people who could want it would be collectors and other scientists. He doesn't explain why other scientists would be interested.

✦ No witnesses to the crime have been found. A suspicious fire broke out at the factory near the ghost-rock storage bunker at the time of the break in. The guards and workers were too busy fighting the fire to notice anything else.

✦ Two automaton guards stationed at the entrance to the lab were shot from behind with a powerful explosive and destroyed. The automatons were ordered not to let anyone into the lab without a known guard or scientist.

✦ One of the guards was found dead just outside the lab, apparently of natural causes. The factory doctor said it was a heart attack, but whatever killed him put a streak of white through the man's hair before he died.

The offer is simple: Capture the villains responsible for the attack on the Plant #13 lab and return them, along with the stolen Heart of Darkness, to Dr. Hellstromme. When they've captured the outlaws, the heroes are to contact Hanuman via telegraph. A private telegraph line links Plant #13 back to Hellstromme's private compound outside the city.

Hanuman arranges for the heroes to have full access to the lab and the employees of Plant #13. He also offers a few theories.

The main suspect (and known enemies of Hellstromme) are the Danites, the shadowy enforcement arm of extreme Mormonism. The Danites have given Hellstromme no end of grief since his arrival in Salt Lake City in 1870. Both Hanuman and Hellstromme believe the Danites to be the culprits, due to their previous attempt to steal the Heart from Hellstromme's mansion. The only problem with this lead is that nobody admits to being or even knowing a Danite (even the men captured and killed after the initial attempt to steal the gem). No good Mormon would help the heroes find the Danites; they have to hope the Danites find *them*.

Once the briefing is over, the best place to start is **The Scene of the Crime** (page 19). The heroes are the only people allowed access to the lab since the break-in was discovered.

WHAT REALLY HAPPENED

This is for you, Marshal, so you know the context in which the posse sees the clues. You might even come up with a few new clues of your own. You should also use this section to decide the outcome of various hexes, favors, blessings, and other abilities the heroes might use to divine the events of that night.

FINDING THE HEART

The Tremendae gang had originally assumed, like the Danites, that the Heart of Darkness was being kept in Hellstromme's mansion. They were in the process of making plans to infiltrate the doctor's estate when a stroke of luck tipped them off to its true location.

The group knew that Hellstromme's mansion was heavily guarded by his prized automatons, so Doc Snead contacted his friends at the hacienda of a scientists' co-op (see page 34) about whipping up something to deal with the robots. While chatting with Dr. Brunhoff, Snead learned that Juergen Gerlach, one of Brunhoff's former associates, was now working at Plant #13.

Gerlach was working on a prototype battle suit in the lab there. Although he was not supposed to mention it to anyone, he had accidentally let it slip to Brunhoff that another research team in his lab was experimenting on an enormous black diamond. That was all he needed to hear.

GETTING GERLACH

Rex and Zik decided to have a "talk" with Gerlach. The pair intercepted the hapless scientist while he was waiting for the steam trolley to get home from the plant. They informed him that he was going to help them steal the Heart of Darkness or they would kill him slowly and very, very painfully. Rex also pointed out to Gerlach that if he told the security guards at the plant anything, he would be in serious trouble for having revealed the diamond's location. Getting a pink slip from Hellstromme often means a trip to Boot Hill. The poor sod had no choice but to agree to help them.

THE BREAK IN

Last night the gang showed up at Plant #13 with their party favors from the Klockwerkstelle. While the others waited outside the fence, Doc



Snead flew over the factory with his whirligig and dropped a few lit canisters of Greek Fire on the far side of the compound.

Once the fire was well under way, Zik ripped a hole in the fence with his claw, and the group strolled into the plant. They were met just inside the fence by Gerlach. He escorted them to the lab and right past the two automatons on guard at the top of the ramp. Because of Gerlach, the automatons didn't challenge them.

Casper Zed waited outside the lab under cover of an *incognito* hex as a lookout, while Rex and the others went in. The gang wasn't noticed at first because the three scientists working on the Heart of Darkness were in a separate room at the back of the lab. At this point, Gerlach's nerve broke, and he tried to escape and warn the guards. Before he got two steps, Zik grabbed him, pinned him to a table, and smashed his skull flatter than a pancake with his steam claw.

Gerlach's screams alerted the other scientists, and they rushed out of the back room to see what was happening. Elvira dropped the first one out the door with a trio of throwing knives, and Hot Iron gunned down the second with a few shots from his .44 Evans Old Model Sportster. The shots were muffled by the fact that the lab is underground.

The last scientist was tortured by Elvira while Rex interrogated him about items in the lab.

THE ESCAPE

While Rex "conversed" with the remaining scientist, Zik and Hot Iron loaded the MAXIS battle suit (see page 20), the Heart of Darkness, and the clockwork de-moler into a new steam wagon prototype that happened to be in the lab.

Meanwhile, one of the guards who had run off to fight the fire returned. Before he could interfere with the gang's escape, Casper walked up behind him unnoticed and dispatched him with a *touch o' death*. This ended his *incognito* hex and got the attention of the two automaton guards. Fortunately for Zed, before they could perforate the huckster, Rex and Hot Iron snuck up behind and knocked them out with the rocket launchers provided by Li Heng of the Klockwerkstelle.

As the rest of the group piled outside into the waiting steam wagon they had stolen from the lab, Casper decided to cover their tracks with fire. He cast a *swamp gas* hex in the lab and then touched it off with a *wildfire* hex.

Mission accomplished, the Tremendae Gang roared off through the hole in the fence.

AFTERMATH

Once clear of the plant, the gang met with Doc Snead. Rex gave him the diamond and instructions on how to find Stone. Snead set off for Lost Angels immediately in his whirligig.

The gang then stopped by the hacienda of the Klockwerkstelle and dropped off the MAXIS suit for Dr. Brunhoff, who had agreed to accept it as payment for the rocket launchers.

The last thing the gang did to cover its tracks was to drive the steam wagon down to Sludge Creek (a creek turned black and acidic by all the factory waste) and push it in. Rex hated to lose the money it might have brought, but it was too obvious a link to the break-in to risk selling it.

THE SCENE OF THE CRIME

Once the heroes have signed on to Hanuman's offer, they are brought to Hellstromme Industries' Plant #13, the unluckiest factory in all of Deseret.

The factory manufactures many of Hellstromme's more experimental military designs, from bulletproof vests to bizarre new automatons. Plant #13 also features a state-of-the-art design lab, complete with its own ghost-rock furnace and electrical generator. This explains the blinding flashes of lightning that are sometimes seen in and around the plant at night. The lab is underground, reachable only by a shallow ramp that leads down to its doors from the floor of the factory.

From day one of its operation, Plant #13 has had a string of tragedies. The murders at the lab initially appeared to be another of Plant #13's mishaps. The deaths were not discovered until hours after the killings took place because most of the factory staff and guards were busy battling the blaze near the ghost-rock storage bunker. It was first thought that the lab's ghost-rock furnace had exploded, but a closer look quickly showed this to be untrue.

Hanuman accompanies the posse to answer questions and redirect them away from sensitive items they might find in the lab.

FIRST IMPRESSIONS

A few things are obvious. There was a fire in the lab. Some items have been moved or stolen. And the bodies are still in place, right where they were found. The wooden support beams for the underground lab creak a little, as if weakened by the fire. Just scare your heroes a little; don't bring the roof down on them.

When the posse first walks into the lab, make a Fair (5) *search* roll for each hero. Assuming the posse is sharing clues with one another, take the highest number of successes and raises and compare them to these initial clues. Except for the "gone bust" result, give the heroes these clues up to the highest result rolled.

SEARCH RESULT

Successes Result Gone Bust

- | | |
|-------|---|
| | It appears a flamethrower was taken to the place, given that everything in the lab has been torched. Yup, definitely a flamethrower—and who else makes flamethrowers in the City o' Gloom? Maybe Smith & Robards or a rival co-op? |
| None | The place is certainly a mess. Maybe there was a fight. |
| One | Every piece of paper on the floor and on the various worktables has been charred by what seems like a cool flame, as if they had been browned by being passed over a candle. The only flammable material in the lab would be the fuel for the ghost rock furnace, but a simple inspection of the furnace reveals it's in tiptop shape. Maybe a bomb of some sort? There's also a very large footprint in some smeared blood on the floor. |
| Two | Three rifle shells are found on amongst the debris on the floor. An Onerous (7) <i>Knowledge/Shootin'</i> roll reveals them to be .44 Evans caliber, an uncommon cartridge. |
| Three | A faint scent like that of an outhouse (methane from the <i>swamp gas</i> hex) lingers in the room. None of the devices in the lab use methane, although some flamethrowers do. |
| Four+ | There's no flashpoint for the fire. In other words, there's no apparent starting point. A ghost-rock fume explosion would have done a lot more damage and ignited the stockpile for the furnace. |

THE BODIES

The four bodies remain where the morning shift found them. Since the lab is underground, they haven't started getting too ripe.

One of the bodies hangs from the ductwork near the ceiling by a very clean hangman's noose. He's hooded and handcuffed. His body is covered head-to-toe with small cuts, and his white lab coat is an undifferentiated mess of red rags. This is the scientist Elvira had fun with.

Two of the other bodies lie near the door to the back room. One of them, a female researcher, appears to have been stabbed three times. An Onerous (7) *search* roll turns up a throwing knife kicked under a nearby desk. The knife is impressed with the Iron Dragon logo. A Fair (5) *Knowledge* roll reminds the hero of Kang and his Oriental enforcers. The second body has been shot three times with a large-caliber rifle.

The last body, that of Gerlach, lies on a table near the large doors of the laboratory. The body has no recognizable head. Instead, a mass of bone and meat mashed flat as a pancake hangs from the end of his neck. The tabletop has been splintered by the force of the blow that crushed Gerlach's skull.

MISSING INVENTORY

If the posse questions Hanuman about what is missing from the lab besides the diamond, he is extremely reluctant to give any details. Should the heroes press him and point out that the missing gear may lead them to the culprits, he eventually coughs up a list of the missing items. The outlaws made off with the following items.

THE MAXIS

The Man Activated X-o-skeletal Infantry Suit, or MAXIS, is a 10-foot-tall battle suit meant to be operated by a live human pilot. This prototype happened to be armed with a Gatling gun and a big box of ammo. Its other arm ends in a pincer.

There is a drafting table in the corner of the room with blank sheets of paper and some tools. There are some partial plans (which are scorched) for the MAXIS on the table.

The size and shape of this invention is apparent by the human-shaped frame the scientists used to prop up the limbs while testing its various systems. There is a large wood-and-steel frame in the center of the lab, with a tall stool to one side and a set of portable stairs leading from the ground up to the frame for the pilot.

There are two boxes of Gatling ammo, one of them open, stacked next to the work frame. On the wall opposite the frame is a line of wood targets, chewed to bits by what looks like Gatling gun fire.

Rules for the MAXIS appear in Chapter Three (page 33).

SHOOTING KNIVES

The gang also made off with an assortment of shooting knife prototypes. Although each differed in how it operated—some used powerful springs, others used pistol cartridges concealed in the handle—each prototype did the same thing: fire its blade at an opponent.

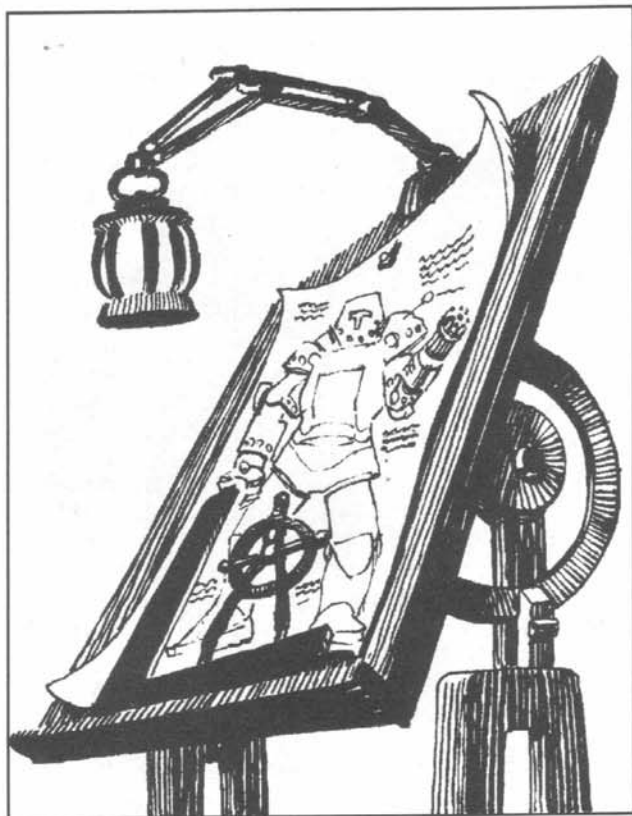
Elvira couldn't resist hanging on to one of these. The prototype she kept has a Range Increment of 3, a Speed and ROF of 1, a Reliability of 18, and does 2d8 damage when fired. It can also be used in hand-to-hand combat like a normal Bowie knife.

MALFUNCTION

Minor Malfunction: The blade does not fire.

Major Malfunction: The blade falls off before the cartridge fires.

Catastrophe: The handle explodes, doing 3d6 damage to the user's hand.





DOTTED LINE

THE CLOCKWORK DE-MOLER

A luxury item for those who have yards, this bizarre device is used to remove unwanted pests such as moles and prairie dogs from the lawn. It's a large clockwork device with a row of sharp spikes on a crankshaft, steered by two handles in the back. The gizmo rolls across the lawn and stabs it repeatedly with these spikes, presumably spiking any subterranean pests in the process—it also aerates the soil simultaneously! The Clockwork De-Moler can be found in Cat's Used Goods (page 30).

THE STEAMJACK

Hellstromme's latest version of the steam-powered jackhammer. This is a lighter, more durable version of the machine. It was designed for the railroad expansion through the Rockies and was attached to the quad-piston steam wagon in a special casing. The steam-jack went into sludge creek with the wagon. Fortunately it wasn't the only prototype.

THE QUAD PISTON

Hellstromme wanted to develop a new vehicle for use by Wasatch survey crews. As the railroad nears the Rockies, he realized the current steam wagons the crews are using would not be able to handle the rugged terrain of the mountain range. The quad-piston wagon is the answer.

The new vehicle has an over-sized ghost-rock boiler, independently sprung, spiked wheels with a drive piston for each wheel. It could carry up to six passengers and had plenty of room for securing baggage and equipment. It has a steam-Gatling mount and a hydraulic winch on the front of the vehicle. Unfortunately, the only prototype is now disintegrating in Sludge Creek.

THE BACK ROOM

The scientists studied the Heart of Darkness in a separate room. In the middle of the room is a small, square table that once held a tinted glass box. The box has been smashed. Inside the remnants of the box are a set of C-clamps on articulated arms that the scientists used to hold the Heart of Darkness during their experiments. There is all kinds of research equipment that was not damaged in this room.

THE AUTOMATONS

The remains of the two destroyed automatons have been removed from the scene before the posse arrives. No matter how much Hellstromme

wants the Heart of Darkness found, he didn't want the secrets of his most famous inventions getting out. All that remains of the two contraptions is a pair of scorch marks where they were standing. A Hard (9) *search* roll turns up an odd bolt or two the clean-up crew missed, but nothing of use. All Hanuman can tell the heroes is it seems the automatons were hit from behind by a powerful explosive device. There wasn't much left of the wreckage to pick up.

THE STAFF

Everyone in the lab is dead, so there aren't any first-hand witnesses. Hanuman claims he interviewed everyone, but the posse can find a new lead if they talk to the workers. One of the factory workers was outside when the fire broke out. He recalls seeing a shooting star (the fuse on one of Snead's oil bombs) seconds before the fire started. If the heroes make the connection and ask if he saw or heard any flying machines, he says that he heard some rotors and assumed it was a Smith & Robards' delivery auto-gyro.

LEADS, LEADS, LEADS

The heroes have all kinds of places to go from here. Based on the evidence, here's a breakdown of the clues and leads:

Pawn Shops, Fences, Etc. Cat's Used Goods and a few other less-reputable establishments and street vendors. There are many of these shops in Junkyard.

Danites. Unfortunately, the heroes have to put the word on the street and let the Danites come to them. They shouldn't have to wait too long.

Saloons and Whorehouses. Or anywhere else the outlaws might be blowing their cash: the Steamer, the Ledge, the Monkey-Wrench, Madam Marie's Dance Hall to name a few. See *City o' Gloom* for other such places.

The Local Law. Hanuman adamantly insists the local constabulary remain uninvolved with the murder and burglary, but the heroes might seek out the local sheriff themselves.

BOUNTY POINTS

If the heroes think to interview staff members on their own: 2 points.

If the players take notes of what their heroes find in the ruins of the lab: 2 points.

If the heroes get a list of what's missing from Hanuman: 2 points.



THE HUNT



MARSHAL 22



CHAPTER THREE: THE HUNT



The posse heads out, hot on the trail of one or more leads gleaned from the scene of the crime in, and from debriefing the staff around Plant #13 and the lab.

This is where you get to have fun with the heroes, leading them down figurative and literal blind alleys as they gather enough clues to find the Tremendae Gang's hideout at the Jackson Smeltworks (see **The Hideout** in Chapter Four).

There are just a few ways the heroes can discover the gang and its hideout, and these mostly involve getting answers out of people before the guns come out and things get serious. Don't let them get to the hideout too fast, or they won't get to see all the fun and games we've set up for them in Junkyard.

Each entry gives a brief synopsis, a description of its location, suggested lead-ins to the scene, the scene itself, long-term aftermath of the scene, and suggested Bounty Point awards. Pay special attention to the **Aftermath** sections—the heroes' actions have consequences! Stats for the extras in each scene appear in **Boot Hill** (page 43).

This part is deliberately open-ended. The posse can wander from place to place, waste time, go off track, rediscover the track, get themselves into some trouble, and still find the gang. They may not go to every scene in this section, and that's okay. Don't rush them—the Heart of Darkness is already on its way to Stone anyway—but do make them *feel* rushed.

WORD ON THE STREET

Heroes might look for clues among rumors heard on street corners, in shops, anywhere people congregate. The Marshal can introduce these rumors as overheard conversations (a Fair (5) *Cognition* roll if the heroes are actively listening, otherwise at your pleasure), or as answers to direct questions to extras who might actually know the answers.



Cat Washington got a new batch of toys in her shop. Not her usual type of merchandise (**Nine Lives**, page 30).

The Danites hit the Wasatch Railroad again. They're trying to kill Hellstromme himself (**Dem Sneaky Danites**, page 28).

A Drunk Indian has been spending a lot of money and causing a lot of trouble down at the Steamer (**The Steamer**, page 26).

Dr. Brunhoff down at the Co-Op has finally made a breakthrough. Word has it that he has finally got one of his battle suits to work, should be an announcement any day now. (**The MAXIS**, page 33).

Baron Von Kraughoffer's Incredible Flying Circus is in town, they came in last week. Tonight is the final show before they leave for Boise, Idaho (this is a red herring).



LOCAL LAW

These are the various reactions the local constabulary have toward the heroes' actions.

LOCATION

Pretty much anywhere. The sheriff's office and city jail are in Salt Lake City, but there are always two deputies on duty, patrolling in their steam wagon in Junkyard.

LEADS

The heroes might come into contact with the law in all sorts of ways. If they're at the center of a gunfight, the law dogs come yapping. If they cause a fuss in a public place—on the open street, for example—deputies are on the alert. Should uncouth and violent heroes wander out of Junkyard and into the fine and proper Salt Lake City, by golly there might be trouble.

The heroes might also seek out the law in relation to Hellstromme's case, looking for clues or more information about the gang as they start hearing rumors about them in other scenes. If they do so too early, the heroes might blow their chance at picking up some useful clues later.

LAW IN SALT LAKE CITY

Salt Lake City's top law dog is Sheriff Eli Waters. He's got Bat Masterson's appearance and savvy, with Wyatt Earp's stubbornness.

Waters and his deputies keep things quiet in Salt Lake City. Drunken workers who stray into the city wake up the next day hurting from more than just hangovers.

Sheriff Waters keeps at least three deputies on duty at the jail house at all times. Another two are always on patrol in the city. The deputies ride around town in a steam wagon with an impressive arsenal in the trunk to deal with dangerous troublemakers.

Waters and his deputies are all Mormons. They're always sparkling clean, always wear white hats, and their actions reflect this righteous demeanor. Eli Waters doesn't drink, he doesn't accept bribes, and he does the bidding of the Elders almost all the time.

LAW IN JUNKYARD

For most practical purposes, Junkyard is lawless. Short of gunfire on the street, burning down a building, or something really public, folks can get away with most anything.

REACTIONS

Here's how the law reacts to various actions and events involving the heroes.

Gunfight: Standard policy in Junkyard is to stand aside until one side or the other is dead, then arrest or shoot the survivor. If a shooter endangers innocents, deputies protect bystanders any way they can. This includes putting their steamwagon in the way of the shooters. The deputies do not hesitate to put down a gunman who endangers the public safety.

If the deputies can make an arrest, they throw the offender into jail until his case can be heard. Justice is swift and unforgiving in Deseret, and they don't take kindly to fancy Gentile lawyers who don't cotton to the local laws anyway.

Shooters caught in the act, or to whom even weak circumstantial evidence points, can expect a public hanging within a fortnight.

Public Drunkenness, Rabble Rousing: The law generally ignores this in Junkyard. In fact, they expect rowdiness to be the norm. The only time they get involved is if laborers are looking to riot. The law does not tolerate drunkenness or excessive loudness in Salt Lake City proper.

Direct Questioning about the Plant #13 Murders and Robbery: The local law has not heard about this case until the heroes bring it up. They have no clues to offer the heroes, regarding either the murders or the robbery.

Normally the sheriff's office doesn't get involved in the hanky-panky they know goes on with Hellstromme Industries, but murder is murder, and it should be investigated. The robbery is less important to Sheriff Waters.

Sheriff Waters resents that Hellstromme kept the murders from him. Hellstromme isn't above the law, much as he might think so and despite the money he throws at the Mormons. Waters begins investigating the case, starting with canvassing the fences in town known to deal in stolen inventions. He also checks around with the other private inventors in town. Since Sheriff Waters is the only law dog in town qualified to investigate (the deputies are peacekeepers, not detectives), this process is slow.

The impact on the posse is that getting answers out of fences and inventors (like those in **The MAXIS**, page 33) becomes much more difficult. The crooks resent the extra attention from the law, and the scientists believe the sheriff is supposed to be handling the investigation. Add +2 to the TNs of all social rolls the heroes make when questioning these groups after the sheriff is alerted to the case.



Should Hellstromme find out about the investigation (this is up to you), the heroes are going to have some explaining to do at the end of Chapter Four. The upside to this is if the heroes can't track down the gang or the Heart of Darkness, the sheriff can. But Hellstromme is going to know and not be too happy about it.

General Questions about Hellstromme and Smith & Robards: The cold war between the two companies is widely known. They are the leading suppliers of military equipment, and in direct competition with each other. If the heroes haven't heard it before, Waters relates the stories about the various bombings and sabotage attempts told in *Smith & Robards*. If you don't have that book, the long and short of it is that both sides have blown up each others' facilities in the past. There haven't been any recent cases, though; in fact, there's talk that Denver-Pacific and Wasatch Rails might join into a more permanent partnership.

Descriptions of the Villains and Their Methods: The posse may ask the law about members of the gang based on descriptions, names, or methods. The law dogs know all about the Tremendae Gang. They'd like nothing more than to see them swing. Unfortunately, even though they know the gang is in the area, they don't know where. Those in the know in Junkyard are smart enough to know you don't turn Rex Tremendae in and live to tell about it. Even if he knew their location, Waters doubts his men are capable of apprehending the gang.

Since the outlaws' methods are so distinctive, any clue can lead to a member's name or, if the character already has the name, the desperado's methods. If the sheriff recognizes more than one of the gang members, he identifies the culprits as the Tremendae Gang. The posse can then directly question Waters on the subject.

Direct Questioning about the Tremendae Gang and its Members: If the sheriff is aware of the connection between the gang and the Plant #13 case, he gives the heroes all the help they need, up to but not including manpower. Waters provides wanted posters of all the gang members, which feature their names and aliases, sketches, descriptions, and a list of their crimes.

Waters even temporarily deputizes the heroes if they ask for it, so long as their mission is to capture or kill the gang and drag the survivors back to jail for justice. No point in having his own men killed after all. A deputized hero gets a badge (wheel!) and the legal right to arrest people in connection with the case. It also lets him use a gun in Salt Lake City without being arrested.



Being deputized puts the posse in direct conflict with Hellstromme's desire to have the gang brought to him. Hellstromme believes the gang will get off scot-free when their Danite friends in the sheriff's office take over the case.

If the heroes renege on their deputy duties, they have to deal with Waters.

Questions about the Danites: Sheriff Waters avoids the subject and recommends the posse do the same, especially if he knows they're working for Hellstromme. If any other deputies are present when the heroes talk with Sheriff Waters, word that the heroes are asking about the Danites will get back to O.P. Rockwell (see **Dem Sneaky Danites**, page 28).

AFTERMATH

If the heroes bring the law into the loop on the case, Sheriff Water's involvement inadvertently makes it harder on the heroes. It might get so hard, in fact, that the heroes are unable to find the gang's hideout and come to the conclusion of this adventure. In this case, let the heroes play through the rest of the scenes in *The Road to Hell*. Once they've reached their last dead end, let Sheriff Waters solve the case and



point the heroes in the direction of the gang's hideout. The adventure continues as normal, with the heroes a bit emasculated.

Once Hellstromme gets wind of the law's involvement, he's mighty angry at the posse—the only possible leak. The cost of keeping the law out of his affairs eats directly into the payoff for the posse's services; cut the last payoff in half (see **The Roundup** in Chapter Four).

BOUNTY POINTS

Identifying the Tremendae Gang and its members: 2 points.

Getting deputized: 2 points.

THE STEAMER

The heroes check out the most popular saloon in Junkyard and meet some villains.

LOCATION

The Steamer Saloon.

LEADS

This location is meant to be used a couple times. The first time, the heroes might drift in looking for rumors—see **Word on the Street** (page 23) for some rumor ideas. If they mention the Danites, they also perk up the ears of O.P. Rockwell (see **Dem Sneaky Danites**, page 28).

The real action comes when the posse shows up a second time, armed with hard information on members of the Tremendae Gang. They might pick this up from Katherine Washington's charity cases (**Nine Lives**, page 30), Dr. Brunhoff (**The MAXIS**, page 33), or the local law (page 24).

MAKE IT A DOUBLE

The Steamer is the most popular saloon in all of Junkyard. Converted from a basement of an otherwise anonymous apartment building, the Steamer gets its name from the leaking steam pipes that pump hot mist into the room all day and night. This makes the saloon hot as Hell, but the air is relatively clean, the hooch is good, the beer is cold (thanks to modern technology), and the steam makes for a very incognito meeting place. Many upper- (and lower-) class underworld elements like to frequent the Steamer.

Edgar Maybrick, the owner and bartender, is a large, savvy businessman. Standing well over six feet tall and close to 300 pounds, Maybrick cuts an impressive figure. So impressive, in fact, that

he's had to move the bar away from the wall so he has room to maneuver. (His savvy didn't kick in until the pipes started leaking and he noticed how much more popular his place had become.)

Maybrick considers his place a gentleman's club, and he provides card tables, a good pianist, and a handful of professional ladies. Brawls and gunfights are not tolerated in the Steamer, and Maybrick never hesitates to club a rowdy drunk senseless with the butt of his double-barrel scattergun. The shooting end works too.

Maybrick also knows the value of information trading, rumors for rumors. While he's as likely to take a bribe as any Gentile, he's much more receptive to trading hearsay. His rumors are generally good, and while he accepts false rumors as collateral, he always knows the truth within a day or so and doesn't hesitate to let everyone know the liar is full of bull. The posse can use Maybrick to filter out the red herrings.

If lubricated with new rumors or cash, Maybrick mentions Walter Hot Iron has been spending an awful lot of cash in the past couple days, buying rounds of drinks for the house and such. He can name all the members of the Tremendae Gang based on any bits of information the posse can provide. If asked about fenced or stolen prototypes, Maybrick points them in the direction of Katherine Washington (see **Nine Lives**, page 30).

SHOWDOWN

The second time the posse shows up at the Steamer, Walter Hot Iron is there. He isn't waiting for them in particular, unless the heroes asked Maybrick about him or the gang before. Remember, Maybrick's stock in trade is information; strangers asking questions is always useful information.

If the heroes have not asked about Hot Iron before, he just happens to be having a drink when they come in again. The second they start asking about gang members, the gang itself, or Hot Iron in particular, the Indian quickly and aggressively gets in their faces. He wants to know what the heroes are sticking their noses into, what they've heard, who they're working for, the works. He's drunk enough to run off at the mouth, but the only thing he admits to—if asked—is his name. If Hot Iron feels like he's in any danger, he goes for his gun, Maybrick goes for the scattergun, and all Hell breaks loose.

If the posse has asked Maybrick or anyone else at the Steamer about Hot Iron, the bartender motions to the Indian as the posse walks in

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again (anyone who makes a Hard (9) *Cognition* roll notices this). In this case, Hot Iron starts walking outside, shoulders one of the posse as he walks by, and demands the offender follow him outside to deal with the insult like a man.

If the heroes don't react, Hot Iron whispers that he knows they've been looking for him, and then continues outside, confident they'll follow. Once outside, Walter Hot Iron signals to Casper Zed, who is hiding across the street, to help him ambush the heroes. They run if one of them goes down or the posse looks too tough.

If the posse asked about the gang or anyone in it, both Walter Hot Iron and Zik are present in the bar when the posse comes in a second time. Zik sits in the far rear corner of the saloon, shrouded in steam until he trundles out. Casper Zed follows the posse in and deals with Maybrick first, then helps the others dispatch the annoying posse once and for all.

If the posse gets the upper hand on Hot Iron and friends, the outlaws try to escape into the alleyways (if they're outside) or up and into the apartment building (if they're inside). They try to reach the Steel Sky from the apartment roof and get lost in the jungle of pipes and ducts.

STEAMER COMPLICATIONS

Here are some complications you can use to spice up the fight in the Steamer:

The Steam: The steam makes it impossible to see from one end of the room to the next. The Range Increment for all guns in the Steamer is 3. Also, people can actually use the steam to vanish—either out the front door or up the stairs into the apartment building. Heroes who can maneuver themselves to opposite ends of the bar get +4 to their *sneak* rolls.

The Bartender: Maybrick doesn't like gunfights in his saloon, and he makes that known by dropping his double-barrel shotgun on the bar with a loud *thump*. If anyone insists on a fight, he fires at whoever drew first, but he refuses to endanger his other patrons and only fires if he has a clear shot.

O.P. Rockwell: This dangerous gunfighter, sometime deputy, and full-time Danite hangs out at the Steamer. There's an excellent chance he's present (and drunk, -2 modifier to all rolls.) when a fight starts. He throws himself at either side of the brawl the second somebody throws a punch or throws down. See his description in **Dem Sneaky Danites**.



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Other Customers: The Steamer is rarely empty, except at the wee hours of the morning. Innocents may get in the way of the shooters, or heroes may confuse the dark shapes of a customer and a gang member. Once any shooting starts, patrons scramble to get out.

STEEL SKY COMPLICATIONS

If the fight carries into the Steel Sky, the following obstacles and complications are going to come into play.

Difficult Walkways: Clambering around the Steel Sky requires the agility of a monkey. Most folks don't have that, much less the handy prehensile tail. Every round a character moves faster than a walk requires a Fair (5) *Nimbleness* check. On a failure, the character is reduced to walking speed again. On a bust, he falls about 30 feet to the streets below. Ouch.

Leaking and Exploding Steam Pipes: Any shot that misses hits a steam pipe, causing steam to billow out of it. If the heroes are fighting in an area that has received some missed shots, they're at -2 for all their *shootin'* rolls while in the steam. The pipes can also be targeted (-8 to hit). Any pipe deliberately shot actually explodes, doing 3d10 damage.

Climbing and Falling: Heroes can skedaddle higher into the maze of pipes, reaching the "roof" of the Steel Sky by climbing about 10 feet up. Heroes can also drop down onto the roofs of Junkyard buildings (a five to 15 foot drop, up to 1d6+5 damage, any wounds applied randomly) or to the street (a 30 foot drop, 2d6+10 damage, with all wounds applied randomly).

AFTERMATH

The heroes can find the gang's hideout by following the outlaws back after the fight in the Steamer. This means the posse has to either feign defeat or overpower the gang members who meet the heroes at the Steamer and let them "get away." All surviving outlaws head straight to the Jackson Smeltworks (the gang's hideout; see Chapter 4 for all the details) to alert Rex Tremendae and Elvira that trouble may be coming their way.

Another way to find the hideout is to capture an outlaw and have a heart-to-heart. They're tough all right, but they're (mostly) human. Zed is the easiest to break, then Hot Iron, then Zik.

If any outlaw escapes and the posse doesn't give chase, the rest of the Tremendae Gang is notified shortly. The outlaws then hunt the posse like the cowardly dogs they are. There

probably isn't going to be a showdown at the Jackson Smeltworks, because the gang plans to take the fight to the posse. The details are up to you, but remember—the gang doesn't fight fair!

BOUNTY POINTS

Following the gang back to their hideout: 3 points.

Capturing and interrogating a gang member about his hideout: 2 points.

Defeating gang members: 2 points each

Defeating the Danite: 1 point.

Protecting innocents in the Steamer: 1 point.

DEM SNEAKY DANITES

The heroes seek out the shadowy Danites and either walk away empty-handed or earn an enduring, invisible enemy.

LOCATION

The heroes don't have any control over how or where they meet the Danites. Rather, the Danites or their hired thugs arrange a meeting at the heroes' worst possible tactical disadvantage: in their bedroom at night, while they're having a dance with a professional lady, while they're stone drunk, etc. The eyes and ears of the Danites are everywhere in The City o' Gloom.

LEADS

If the heroes mention the possibility of Danite involvement with the case to the local law, the Danites hear about through one of the deputies. They later make their presence known to the heroes.

The posse also alerts the Danites by mentioning them in connection with Hellstromme or Plant #13 in the Steamer or Madam Marie's Dance Hall if O.P. Rockwell (see below) is present.

MEET THE DANITES

The typical Danite is a farmer, shop keeper, craftsman, or some other innocuous worker. They're upstanding citizens and members of the Mormon Church. When the Church needs dirty work done, these same upstanding citizens don black clothes and masks and get it done. Danites use the anonymity of Junkyard's typical facemasks and goggles to their advantage, to protect their anonymity and to get lost in big crowds.



All manner of violence and terrorism are attributed to the Danites: murder, torture, sabotage, running undesirables out of town, "outing" false converts, and ruining people's lives. Most of them are true. Danites live above the law and operate at the pleasure of the Elders.

There are about 30 true Danites in Salt Lake City. Their leader is careful not to expose his people to danger or capture, so he often hires outsiders for operations. Those outsiders almost never know the Danites are footing the bill.

O.P. ROCKWELL

Orrin Porter Rockwell (O.P. to his friends) is considered a dangerous zealot by this organization (which is comprised entirely of dangerous zealots). He's the Danites' leader, but he rarely chooses to do his job.

O.P. is a drinker, smoker, gambler, and womanizer with a reputation as a murderous gunslinger. Nobody ever challenges him, yet nobody has ever seen him actually *do* any of the dastardly deeds for which he is credited.

O.P. hangs out in the Gentile District (in other words, Junkyard), raising as much Hell as the rest of the sinners. He uses his time among the Gentiles to gather his list of enemies and keep an eye on any suspicious anti-Mormon activities that might be afoot. O.P. also serves as one of Sheriff Waters' deputies from time to time.

The acting leader of the Danites is Jeb Morgan, a deadly and secretive killer. Hardly anyone knows what Morgan looks like, except Brigham Young himself. Morgan doesn't make an appearance in *The Road to Hell*, instead leaving O.P. or the sheriff to deal with any trouble that might come up.

DANITES MEET THE POSSE

As soon as the Danites hear their name mentioned in relationship to Hellstromme, especially if the Heart of Darkness is mentioned, they're interested. Hellstromme is a favorite target of the Danites, but they only raid him on *their* terms, when the Elders wish it. If word spreads they're responsible for heinous murders and looting, it could look bad for Brigham Young and other important Mormons.

The Danites are well connected, but they're not omnipotent, much as they enjoy that reputation. They must hear about the posse's investigation from the sheriff's office or from O.P., and O.P. has to hear it in person or second-hand from his pals at the Steamer or Madam Marie's.

The Danites' reaction depends on what kind of information the heroes are leaking. If the Danites hear an outright assertion of blame for the Plant #13 crimes, the Danites determine to set the record straight. Go to **Cold Cocked**.

On the other hand, if the heroes are just asking around about the organization, the Danites remain mum. O.P. may even publicly deride the heroes for their beliefs. Since most Gentiles believe in the Danites anyway, this doesn't throw anyone off the trail, but it might start a big fight. O.P. likes big fights.

COLD COCKED

If the Danites decide a meeting with the posse is in order, they hire some trusted thugs to follow the heroes for a day. While the heroes are on the street, give each hero one Incredible (II) *Cognition* roll to notice they're being followed.

These thugs wait until the heroes are at their most exposed: asleep, in the middle of a five-dollar dance, drunk, or otherwise incapacitated. If the posse sets up some kind of guard shift, the thugs try to take out the guards by drawing them away from the posse and ambushing them. Then the thugs make their move.





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There's one thug for every posse member present, all in black hoods and black clothes. They have weapons drawn when they awaken or interrupt the posse. One of them asks what the posse wants to know about the Danites.

The hired thugs are not real Danites and don't even know they've been hired by a real Danite, so they can't answer any of the heroes' questions. The thugs have been instructed to shift blame away from the Danites and back to a more acceptable candidate, such as Smith & Robards.

The black-hooded leader thinks this has something to do with the ongoing Hellstromme/Smith & Robards cold war, and the Danite shtick is just for anonymity. The thugs point out that it isn't the Danites' style to steal. Demolitions, torture, kidnapping, and murder, sure, but not robbery.

They also continue to assert that Danites are a figment of people's imaginations, fairy tales, bogey men—all while looming over the posse with guns and black hoods.

If the heroes go for their irons, the thugs simply open fire. A firefight ensues, with the thugs withdrawing if any one of them is incapacitated.

Any captured thugs submit to interrogation, but they don't know anything about who hired them, except they're supposed to "put a good scare into them gunslingers."

AFTERMATH

This scene may leave more questions than answers, but the Danites really aren't involved, and there are no clues to be had. If the heroes continue pushing the angle, more thugs show up throughout *The Road to Hell* to make more attempts on their lives. Be inventive with these ambushes throughout the investigation.

A gunfight normally attracts the attention of the deputies, but they've been ordered to stay out of it (even if the thugs lose the fight). This might seem odd to the heroes, since they've come to expect the local law to ride herd on mortal violence, even in Junkyard. If they start dreaming up grand conspiracies between the Danites and the sheriff's office, that's just fine because there really is one!

BOUNTY POINTS

Defeating the Danite ambush: 2 points.
Capturing and interrogating a thug: 2 points.
Not killing anyone: 3 points.

NINE LIVES

The heroes go looking for possible places the gang may have tried selling the loot. Word on the street has it that some odd devices have turned up at Cat's Used Goods.

LOCATION

Cat's Used Goods, a legitimate store.

LEADS

If the heroes mention the clockwork de-moler or the shooting knives in connection with their investigation, Cat's name inevitably comes up. If the posse seems stumped about how to continue, you might have them witness a fight where one of the combatants brandishes a newly purchased shooting knife. Investigating the incident reveals the weapon was bought at Cat's.

CAT'S USED GOODS

Cat's Used Goods is a large store filled with second-hand clothes, furniture, weapons, and anything else you'd care to name. She has the best selection of used items in all of Deseret.

Katherine "Cat" Washington, the middle-aged, fiery, black owner of Cat's Used Goods, is one of Junkyard's most beloved figures. She charges a more-than-fair price on everything in her store, extends credit to nearly anyone, and can be counted on to keep mum.

If the heroes check out the store, they find a number of shooting knives on display in Cat's gun case. The clockwork de-moler is prominently displayed among her tools.

Cat is reluctant to reveal where she got these items because she is afraid it might lead to harm for the two fellows she bought them from. She had only agreed to purchase the items in the first place because she believed she was helping out some people in need.

Cat does have some soft spots: intimating that the people who sold her the goods might be in trouble, or that innocents could be hurt because of what might have been sold could help the heroes' cause. The success of any tactic is up to you to decide. Give the heroes what they want only if they roleplay the questioning really well.

If Cat is pushed too hard, she pulls her Gatling pistol first to threaten, then to dispatch the posse. On any bust while using *bluff*, *overawe*, or *ridicule* on Cat (all Onerous (7) rolls), she damned well pulls her piece and puts the offender in his place.

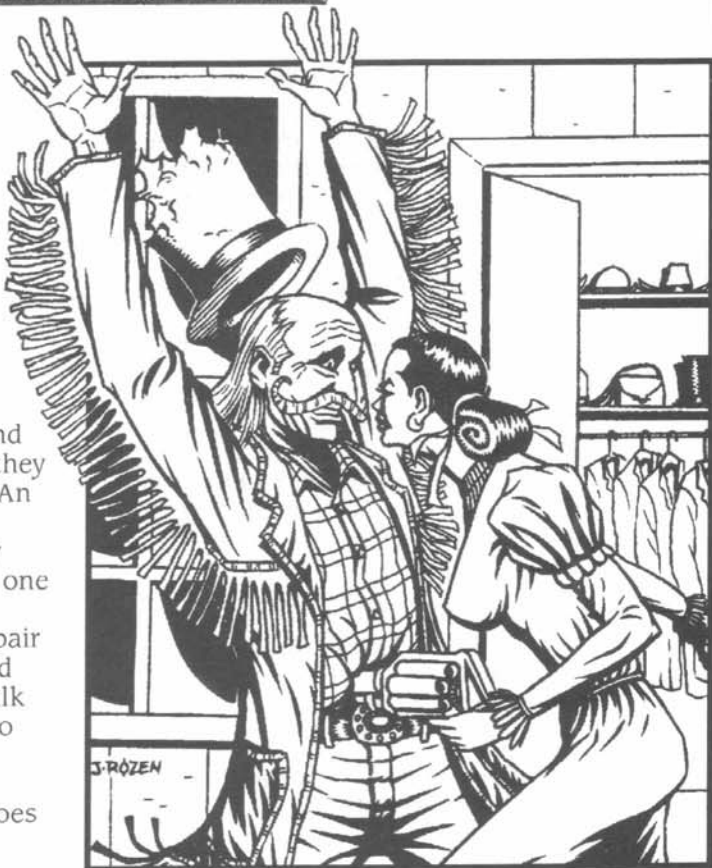


THE HUNT

If the posse is able to win her over, Cat reveals how she came by the gizmos. Early on the morning following the robbery, she was visited by two down-and-out miners who wanted to sell some equipment. The men were obviously penniless and homeless. They swore they had come by the equipment honestly and were simply wanting to sell it so they could buy the supplies they needed to move on to greener pastures. Cat's soft-hearted nature got the better of her, and she bought the items against her better judgment.

The men left after buying some clothes and trail gear. All she knows about them is that they had mentioned camping near Sludge Creek. (An Easy (3) *area knowledge: Salt Lake City* roll reveals that these men must have been really desperate to have lived here. Sludge Creek is one of the foulest bodies of water imaginable.)

While the heroes are chatting with Cat, a pair of rough-looking men dressed in soot-covered dusters, face masks, goggles, and bowlers walk into the store and look around. Any hero who makes a Hard (9) *Cognition* roll notices Cat motion to these two to leave the store. Cat doesn't acknowledge the strangers if the heroes ask about her about them, and she acts as though they are just customers.



WELL-INTENTIONED LOUITS

On the way out of Cat's Used Goods, the two "customers" who walked in and back out earlier try to sneak up behind the group. If there are more than four people in the posse, add one more tough for every two additional heroes; the extras were waiting outside in an alleyway. The heroes notice the gang sneaking up on them on a successful Onerous (7) *Cognition* roll.

If the toughs sneak up on the heroes, they press their pistols against the heroes' backs and order them to not turn around. If the toughs failed to surprise the posse, they desperately go for their guns; let the cards fall where they may.

"What in Hell are you nosing around fer?" one of the toughs asks the posse. The toughs are some of Cat's biggest fans, and they get itchy trigger fingers when armed strangers poke around her place. Their goal is to make sure Cat is okay. If they're not reassured, they threaten to shoot if the posse doesn't back down.

If either side shoots, Cat comes storming out of her shop, Gatling pistol in hand, and demands everyone stop shooting. She fires once into the air and then levels the gun at the posse.

"They're just well-intentioned louts!" she yells, keeping the gun on the posse. She motions the toughs inside (they all comply, looking like kids caught with their hands in the cookie jar), and she scowls at the heroes and goes back into her shop. The heroes can't get any more answers out of Cat for the rest of *The Road to Hell*.

AFTERMATH

This is a one-way scene. There's no talking to Cat again after the heroes try to defend themselves from her well-intentioned louts. If the heroes use force on Cat or kill the louts, more of her freinds arrive (without her knowing) to send a message to the posse: lay off Miss Cat, get out of town, and never show your face around here again.

If anyone shoots, two deputies come trundling toward the shop in their steamwagon, shotguns in hand. See **Local Law** (page 24) for their enforcement policies.

If the heroes kill Cat, the law and several hundred satisfied ex-customers form a lynch mob and hunt the murdering bastards down. So much for heroism.

THE HUNT

From here, the heroes may check out Madam Marie's Dance Hall, the popular Junkyard brothel (a dead end). The dance hall is across the street from Cat's shop. Madam Marie can't really help the posse out, but she may tell them to check out **The Steamer** (see page 26) for information.

BOUNTY POINTS

The heroes successfully crack Cat's resolve: 3 points.

The heroes get out of the scene without killing anyone (or getting killed): 2 points.

SLUDGE CREEK

The heroes look for the mystery men who sold the stolen gizmos to Cat Washington.

LOCATION

A drifter's camp near Sludge Creek, a nasty, acidic creek polluted by the many factories which line its banks.

LEADS

The posse follows up on the information they gathered at Cat's Used Goods.

SLUDGETOWN

Those truly down on their luck in Junkyard end up at Sludgetown, a small squatter camp located in the ruins of a burned-out factory building on the bank of Sludge Creek. These poor souls eat what food they can panhandle or find on the streets of Junkyard by day, and they huddle around their campfires by night. Drinking the water from the creek can flat-out kill you, and many in the camp are sick because they breathe in the fumes night and day. No amount of boiling or filtering, short of mad science, can remove the impurities from this water.

The inhabitants of the camp are more than happy to tell the heroes what they know—for a price. The going rate for information is \$100. If a hero tries a *persuasion* roll, reduce this amount by \$10 for every success she gets.

If the posse coughs up the money, they discover the following (a bit at a time).

Max and Bill, the two men who sold Cat the gizmos, were out scavenging for scrap metal they could sell the night of the robbery. They heard some unusual activity down by the creek bank and went to see what it was. While they

watched, a group of men (and possibly a woman) got out of a steam wagon and pushed it into the creek. The group walked away without looking back.

Once the strangers were out of sight, Max and Bill made their way to the creek. The steam wagon was taking a while to sink in the thick goop which masquerades as water in the creek. The pair had a grappling hook they normally used to drag the creek bottom for metal. They threw it at the steam wagon and snagged a sack full of strange knives. A second throw snagged the clockwork demoler and pulled it to shore. They tried a few more throws without any luck.

The two men didn't get a good look at all the strangers, but two stood out from the rest. One was a well-dressed black man with large tufts of crazy, white hair sticking out all over. The other was a huge brute of a man with an enormous steam-claw. Some of the squatters think he might be Zik, a popular pit-fighter who gave up his career for a life of crime with Marshal Rex Tremendae.

Max and Bill, the two men who sold Cat the gizmos, have left town, but everyone knows where the items came from. The squatters show the posse where the quad-piston's final resting place is. All that's visible above the thick, black water is the right rear corner of the vehicle. The metal is already corroding. In a few days it will be indistinguishable from any of the other amorphous objects which litter the creek. A few squatters have unsuccessfully tried to get to the steam wagon to see if any other goodies remain. All they got for their troubles was a few nasty acid burns.

A short, stocky fellow, while pushing the steam wagon into the water, got his jacket snagged on the machine. When Bill went over to check things out, he found a tin star half covered in mud.

BOUNTY POINTS

The posse gets the information from the squatters: 3 points.

The heroes try to aid the ailing: 2 points.



THE HUNT

THE MAXIS

The heroes do battle with the stolen Man Activated X-o-skeletal Infantry Suit (MAXIS).

LOCATION

The mad scientists' cooperative hacienda (located in the flats just outside Junkyard).

LEADS

Hearing about Dr. Brunhoff's sudden success with his battle suit design may make the heroes suspicious enough to check into the story. If the posse asks around about scientists who specialize in explosives, Li Heng should come up.

If the heroes are truly stumped, Hanuman may contact them with orders from Hellstromme to look into the rumors surrounding the hacienda.

BAD EGG(HEAD)

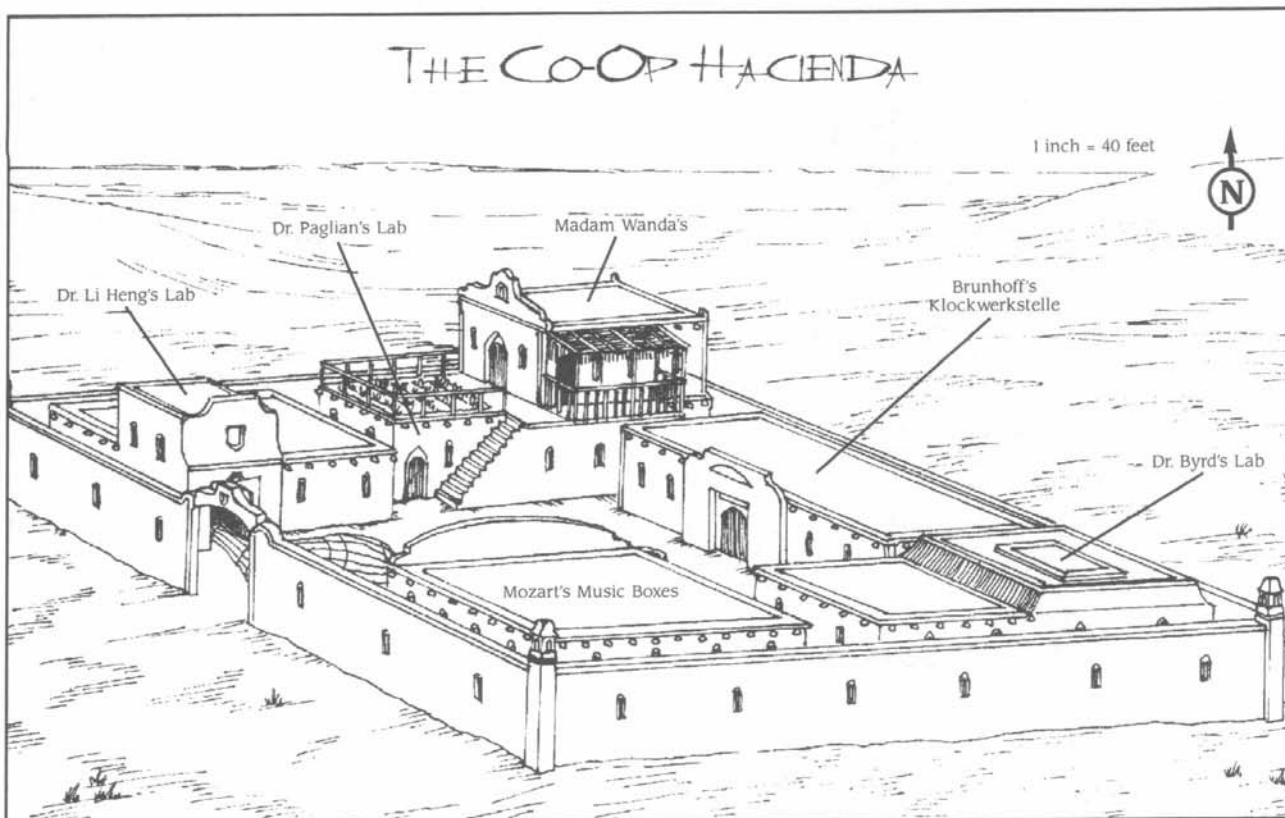
Brunhoff has been struggling to create a working battle suit design for years, with little success. When Gerlach, a former assistant, told Brunhoff what he was working on at Plant #13, the scientist decided that he must have the prototype.

Doc Snead knows some of the other scientists in the co-op and stopped by a few days before the heist. Snead let Brunhoff in on the job the gang was about to pull because Rex wanted to see if the doctor had any suggestions for how to defeat the automatons at Hellstromme's mansion. Brunhoff remembered Gerlach mentioning that a team in his lab was working with an enormous black diamond. The doctor, who has no love for Hellstromme, instantly saw a chance to get his hands on the MAXIS and told Snead he knew where the Heart of Darkness was being kept.

Brunhoff worked out a deal with Rex. In exchange for Brunhoff's information and some rockets from Li Heng, the gang would turn the MAXIS prototype over to him. Once he got his hands on it, he was so excited he couldn't help but blurt out that he had made a major breakthrough in his research.

IT'S OUT OF CONTROL!

As the posse approaches the hacienda, they hear screaming followed by the rapid-fire report of a Gatling gun. Some people come running out of the hacienda, looking over their shoulders at the source of their fear.



THE HUNT

This source, of course, is the MAXIS.

Brunhoff couldn't wait to test the suit's capabilities, so he ordered his assistant to fire it up before he had fully examined it. What Dr. Brunhoff didn't realize was that the MAXIS is not operated with hands and fingers like normal steam vehicles, but by the pilot's very nervous system! When the pilot steps into the MAXIS, a ring of metal probes drill into the base of the spine. These probes then guide the MAXIS according to the driver's precise wishes.

The downside to the design, as Hellstromme's scientists were coming to discover at Plant #13, is that this process is always fatal. They have not yet been able to remove a pilot from the suit alive after test-piloting the MAXIS. Otherwise the machine works exactly as intended.

Dr. Brunhoff's assistant stepped into the suit and the probes drilled into his spine. The assistant panicked and tried to claw his way out of the suit, but failed. He then got an evil gleam in his eyes, and the MAXIS stomped out of the laboratory and set to killing everyone in sight.

As the heroes show up, they are caught between MAXIS and the other scientists defending themselves from the machine. Dr. Brunhoff is cowering under a desk in his lab.



The MAXIS is heavily armored, and many of the posse's weapons may not hurt it. The heroes' best bet is to try to hit the MAXIS' driver in the head. Brunhoff had his assistant leave the suit's helmet off so he could more easily question him about the suit's performance.

MAXIS PROFILE

Corporeal: D:3d10, N:1d6, S: 4d12+2, Q:1d4, V:3d12

Fightin': claw 4d6, **Shootin':** Gatling gun 4d10

Mental: C:2d8, K:3d12, M:2d12, Sm:3d8, Sp:1d4

Size: 8

Terror: 5

Pace: 4

Special Abilities:

Gatling gun

Armor: 4 (-10 to aim for the driver's head, which is not armored)

Claw: 3d10

THE COOP

The co-op is a group of underpaid, overeager scientists who came together to share expenses and hopefully get some of their inventions to market. Their labs and work areas are organized hacienda-like, several individual buildings surrounding a courtyard. It's real peaceful in there until somebody's new healing salve explodes or electricity arcs through the courtyard planters. Or when a three-quarter-ton battle suit decides to raise some Hell. Like today.

These are the scientists and their laboratories in the Cooperative. Some may run like the wind at the sight of the MAXIS, while others may stand and defend their property, using whatever is at hand. It's up to you to decide—and remember, there's a chance the scientists may not be able to pick between the MAXIS and the posse when things start to get exciting!

DR. LI HENG

A master of the Oriental art of rocket design, Dr. Li Heng designs all sorts of contraptions involving gunpowder, tubes, and fins. These include obvious military applications like shoulder-mounted rocket launchers (he has to pay the bills somehow), as well as multistage fireworks and even a crazy contraption for shooting *people* into the sky in an aether-proofed canister. There are also several designs for parachutes large and strong enough to hold the canister on its trip back to the firmament; one of these is mostly sewn together in his lab and is draped through the lab and into the hacienda courtyard.

THE HUNT

ROCKET LAUNCHER

The rocket launcher is quite a formidable weapon, designed to crack open the armored steamwagons being fielded by the Confederates. The current model, the one the gang used to destroy the automatons, is so inaccurate as to be a danger to both the shooter and victim.

This weapon requires the *shootin': rocket launcher* Aptitude and a fire source to light each rocket's fuse. The warhead on each rocket contains a shaped charge designed to cut through armor; reduce the Armor of any target by -1 (there is no other effect against unarmored targets). Each rocket does 4d12 damage to whatever it hits and 2d8 damage to anyone within 5 yards of the impact. The rocket launcher has a Speed of 2, a Range Increment of 12, a ROF of 1, and its Reliability is 17. It takes one action to load another rocket.

MALFUNCTION

Minor Malfunction: The fuse burns down, but the rocket doesn't launch.

Major Malfunction: The rocket catches in the launcher, doing 2d8 damage to the shooter. The warhead doesn't detonate though.

Catastrophe: The warhead explodes next to the shooter, who takes 2d12 damage. Add +2 to the Hit Location Table roll for the damage the shooter takes.

FIREWORKS

Dr. Li Heng's fireworks can also be fired offensively, although they mostly make smoke and noise. There is a small chance of something catching fire from a firework going off.

Li Heng's fireworks are the Roman-candle variety, a bundle of low-powered explosives that launch out of a short tube. They're meant to be shot up, not toward a target. Anyone trying to aim a tube has to beat an Onerous (7) *Deftness* roll, modified by all the standard shooting penalties. A firework victim takes 1d6 damage.

The fireworks' Reliability is 18.

MALFUNCTION

Minor Malfunction: The tube's fuse burns down without firing.

Major Malfunction: The tube explodes in the firer's hands, doing 2d6 damage to each of his arms.

Catastrophe: The firework sprays burning powder all over the shooter, doing 1d12 damage to each hit location until he puts out the fire.

AETHER CAPSULE

The aether capsule and its rocket engine are only prototypes. Neither of them do anything, although the capsule can be entered and used for protection. It takes one action to open or close the hatch, and one action to enter or exit the capsule. The capsule has Armor 2.

PARACHUTE

The silvery parachute which is spread out into the courtyard is incredibly strong, but highly flammable, and if exposed to, say—a rocket, it burns furiously hot for two turns before disappearing. Anyone under the parachute takes 3d12 damage each turn it burns. Otherwise the parachute is opaque and can be hidden behind.

DR. PAGLIANI

Dr. Pagliani's lab specializes in new telegraph designs for faster, more predictable communications between cities. It's an ambitious dream, but she's driven by a vision of connecting all the cities in the world with wires.

Her lab is filled with spools of wire. She has had little luck with sending more than dots and dashes down a wire, although she's working on a sound telegraph that can transmit much farther than Smith & Robards' design. There is plenty of cable to make trip wires or lassos. A cable lasso adds +2 to the TN of any *fightin': lariat* roll because it's stiff and unwieldy, but it does STR+1d6 damage if it cuts into skin.

Dr. Pagliani's claim to fame is her method for gremlin-proofing telegraph lines. Her Gremlins-B-Gone device attaches to any normal telegraph line and fires a high-energy charge down the wire to scare off the little buggers. Both ends of the line need special insulators, or else the charge also burns out the other end. If the heroes can lasso the Gremlin-B-Gone cables around a human target, shooting a charge down them does 4d8 Wind damage to a human target. Against MAXIS, the charge instantly kills the driver and shuts down the MAXIS.

MADAME WANDA'S

SALVES & POULTICES

Upstairs from Dr. Paglia's lab is Madame Wanda's Salves & Poultices. She has a variety of potions she has mixed up to balm the flesh and refresh the spirit, as well as some more experimental concoctions. Use the list of elixirs and tonics in *Smith & Robards* for her inventory.



THE HUNT

Anyone with points in *science: alchemy* can whip up something flammable or explosive from Madame Wanda's stash on an Onerous (7) roll. On a success, the alchemist creates a bottle that, when thrown, does 2d6 damage and splashes on everyone within 2 yards, doing 1d6 damage to them. Each raise bumps the die type by +1 step.

DR. BRUNHOFF'S

KLOCKWERKSTELLE

This is Dr. Brunhoff's lab. The door and jamb to the lab has been torn outward, and the interior is a shambles. Dr. Brunhoff specialized in clockwork inventions and always wanted to build a self-aware clockwork servant with as much intelligence as Hellstromme's feared automatons. There are many such clockwork devices strewn about the laboratory (many of which were destroyed by the rampaging MAXIS). The doctor himself is currently hiding beneath an overturned desk in the corner of the room. From the look of the plaster wall behind him (which is chewed from Gatling gun fire), the doctor barely escaped with his life. He refuses to come out unless the MAXIS has left the hacienda or is destroyed.

If the heroes poke around the lab, they discover Brunhoff's reams of notes about MAXIS. These notes are pseudoscientific gibberish that require a Fair (5) *science* roll to decipher. On a successful roll, the reader discovers the suit is operated by tapping into the pilot's nervous system. On a raise, she discovers the suit has an off switch on its left heel. If the suit is turned off, the assistant is still alive, but he can't be removed from the MAXIS without dying.

A Fair (5) *scrutinize* roll reveals the remains of the crate that the suit was taken from the lab in. The Hellstromme Industries, Ltd., logo is mostly scratched off but still recognizable.

A Fair (5) *search* roll also reveals Dr. Brunhoff's personal diary in his bedroom. Most of the book is filled with tales of his disappointments. Yesterday's entry describes his acquisition of the MAXIS from Casper Zed and Zik. Also, Brunhoff describes his first impressions of Zik's augmentations as "brutal but effective."

Best of all, he includes sketches of Zik. They're from memory, but the giant claw is instantly recognizable by anyone who knows what they're looking at. If Casper or Zik's name, or this sketch, is brought up at the Steamer, it greatly improves the posse's chances of tracking down the Tremendae Gang's hideout.

DR. BYRD'S WHIRLIGIGS

The specialty of the house is whirligigs, backpack-mounted auto-gyros perfect for prospectors, scouts, photographers, and the like. They provide a more stable flying platform than the ornithopter or auto-gyro, and longer-lasting flight time than a rocket pack. Unfortunately for the doctor, a flaw in the main axle tends to decapitate the driver if the vehicle malfunctions.

Dr. Byrd has three finished, operating whirligigs in his lab. The good doctor himself has already left in the fourth, through an open skylight in the roof of his lab.

If the heroes are interested, figuring out how to operate a whirligig requires a Fair (5) *Smarts* roll. On a success, a hero gets the device on her back and triggers the propeller. On one or more raises, she realizes the axle isn't properly mounted and may lop off the driver's head if she's not careful.

Operating the whirligig requires the *drivin': whirligig* or *auto-gyro* Aptitude. Under normal conditions, an Aptitude roll (and its accompanying Reliability check) is required for takeoff, landing, and at the mid-point of the flight. This roll is made against a TN of 5 and may be modified by difficult circumstances as you see fit. The whirligig has a Reliability of 14.

MALFUNCTION!

Minor Malfunction: The whirligig starts spewing oily smoke that blocks the view of the pilot and causes him 1d6 Wind damage unless he's wearing a soot mask or bandanna.

Major Malfunction: The propeller stops spinning, sending the pilot tumbling toward the Earth unless he can make an Onerous (7) *drivin': whirligig* or *auto-gyro* roll to restart the machine.

Catastrophe: The rotors do 4d10+4 damage to the pilot's noggin as the propeller axle slips out of its casing. The machine crashes too.

MOZART'S MUSIC BOXES

Bill "Big Hair" Mozart (no relation to the German composer, but far be it for Big Hair to set the record straight) builds music boxes. Really, really, loud and big music boxes. To get them even louder, he's hooked up the essential components of a Smith & Robards' sound telegraph to great, oversized membranes. The result is a room-size speaker system that can shatter glass and make even an avowed city slicker yearn for the great (quiet) outdoors.



THE HUNT

The music box itself is a modified player piano, and Bill could only afford one roll. Unfortunately it's "Home on the Range," which he played over and over again while perfecting the device, much to the chagrin of the other scientists. Do not underestimate the effect of 200 decibels of "Home on the Range" on the human psyche. If the heroes activate Mozart's Music Box (an Onerous (7) *Smarts* roll), all the surviving mad scientists in the Cooperative turn their weapons on the lab, even if they're in mortal danger from the MAXIS. Just as well; the MAXIS driver (through his haze of insanity) also turns on the lab, charging into the room and spraying bullets into the music box until it shuts up.

Random firing into the lab always hits the music box, unless there are heroes between the shooters and the speakers. In this case, roll 1d6 for each person that might be hit by gunfire; on a 1 or 2, the character is hit instead of the speaker. The music box takes 40 hits before it stops playing.

Any of the heroes caught directly in front of the music box's speakers while it's on takes 3d6 Wind for each turn he remains there. If a hero reaches 0 Wind as a result of exposure to the noise, he gains the *bad ears* Hindrance.

AFTERMATH

Surviving scientists can relay to the heroes descriptions of Casper Zed and Zik. The heroes can use these descriptions when fishing for the location of the Tremendae Gang's lair.

If Brunhoff survives the battle with the MAXIS, he can tell the posse what he knows about the break-in at Plant #13. He only strays from the truth about his own involvement. Brunhoff claims that Zik threatened to kill him if he refused to help the gang. If the heroes buy this line and don't arrest or otherwise imprison the doctor, he packs his bags and leaves town before they can find out the truth and return.

Finally, you may want the law to show up near the end of this scene, especially if MAXIS is wiping the floor with the posse.

BOUNTY POINTS

Defeating the machine: 3 points.

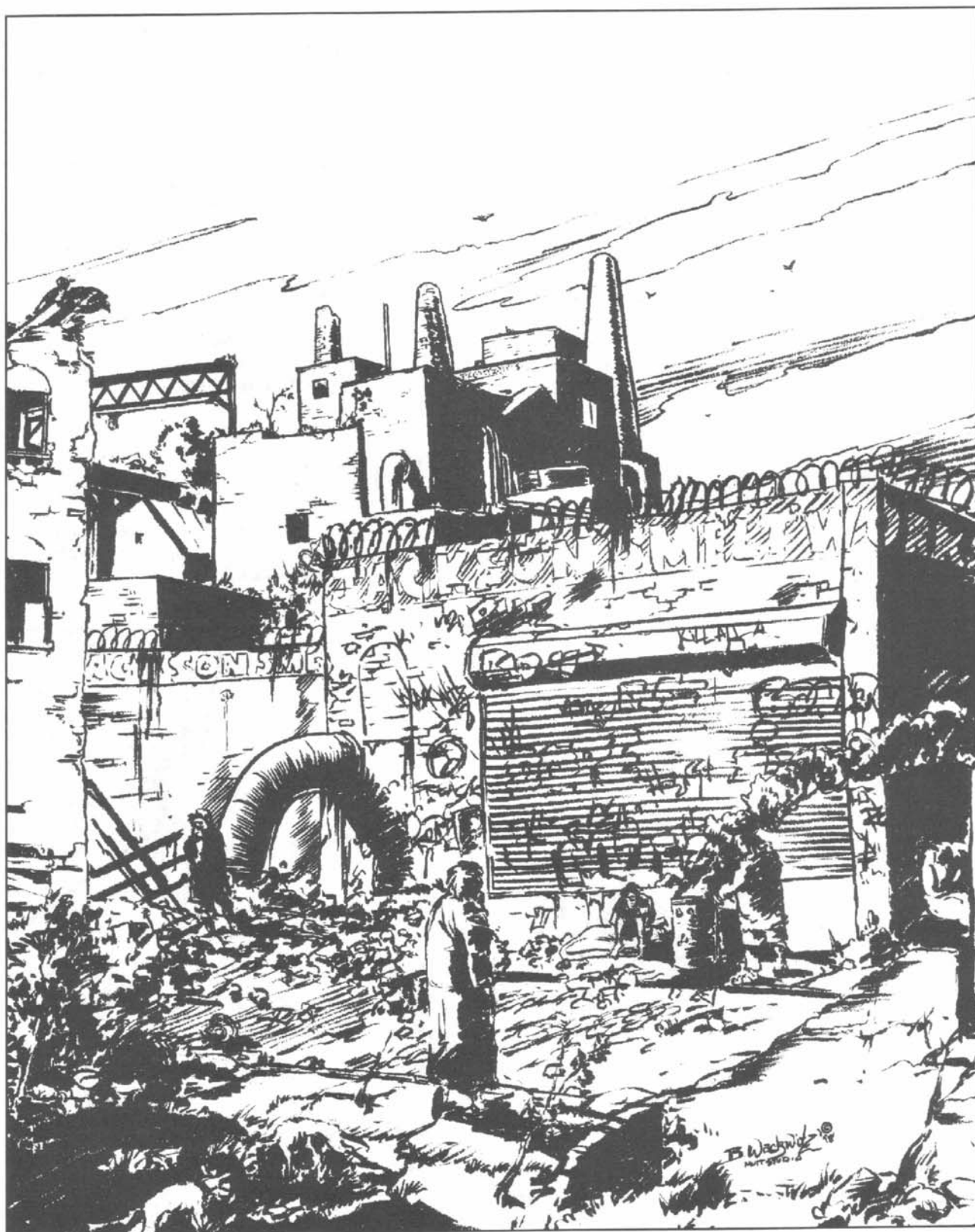
Thinking of using stuff in the labs to help defeat the MAXIS: 2 points.

Returning to the lab in search of clues: 1 point

Finding the clues and connecting them to the Tremendae Gang: 2 points.



THE SHOWDOWN





CHAPTER 4: THE SHOWDOWN

THE HIDEOUT

The Tremendae Gang's hideout is at the Jackson Smeltworks, a steel and ghost-rock refinery and machine shop that fell on bad times when persistent rumors the factory was haunted finally drove away the last employees. Nobody wanted to buy the outdated equipment at the Smeltworks, and the haunting rumors kept the property from selling.

Today, the Smeltworks is in one of the most crime-ridden areas in the Junkyard. Its original owner, Fineas Jackson, abandoned his ill-fated business and returned to Pittsburgh about three years ago.

The Jackson Smeltworks stands empty except for the otherwise homeless riff-raff that lives in and around it. Foremost among said riff-raff is the Tremendae Gang.

The face-off at the Jackson Smeltworks is the big finale of *The Road to Hell*, so we're going to give you plenty of extra information to make the fight as exciting as possible.

There are two parts to this section: the gang's **Strategy**, which depends entirely on what has happened up to this point in our story, and the **Setups**, distinctive locations around which fights can take place.

This setup may sound complicated, but don't worry. As long as you keep the gang's strategy in mind, the fight should move between the set pieces smoothly enough.

STRATEGY

The Tremendae Gang's actions are based entirely on whether the outlaws are aware the posse is on its way.

THE GANG IS UNAWARE

There's a fair chance the gang can be hit unawares. If the characters didn't involve Sheriff Waters, get in a fight at the Steamer, or spread the word too far and wide that they were looking for the gang, Rex and some of his gang are caught with their pants down.

Marshal Rex counts on the rabble surrounding the Smeltworks to alert him to trouble. These losers and outcasts are gang groupies, anxious to do right in Rex's eyes in the hopes they might get invited into the gang. Four of them are awake and sober. If any hero misses a Fair (5) *sneak* roll, one of the groupies alerts the gang. The bums know to be real subtle-like about this, so they throw old whiskey bottles and such against the side of the Smeltworks. Once a bottle hits the wall or somebody shoots a gun, six more groupies wake up, and the outlaws are alerted to the posse's presence.

The groupies are armed only with pipes and wood boards, but they put up a good fight until they're wounded. Any groupie wounded once immediately breaks off fighting, and if any of them are killed (and the rest can see this), all the other groupies vamoose.



THE SHOWDOWN

Also lurking in the rubble around the Smeltworks are four walkin' dead Rex created with his *unholy host* power. They have been given orders to attack anyone entering the Smeltworks who is not a member of the gang. Each is armed with a pistol.

If the heroes avoid or subdue the bums and zombies outside, they can slip into the Smeltworks and start hunting down the gang members. The first they come across is Zik, who is in the machine shop, his claw removed as he works on it with the hydraulic tools (see **The Machine Shop**). Zik charges the heroes without his claw if they get the drop on him, but if he hears them first, he reattaches his claw and hides in the shadows. He throws the big switch to turn on all the tools at once the moment a hero walks in.

The next in line is Elvira. She's sharpening her knives in **The Scrapyard**. If Zik can make a sound, Elvira is alerted to the heroes' presence, and she disappears into the scrap with freshly sharpened knives. If the posse gets the drop on her, she has only one throwing knife in hand and the rest in a neat row on a piece of cotton cloth next to her. She pitches one knife if she can, and grabs the rest as she tries to disappear into the scrap. She doesn't try to fight the posse, but heads for Rex instead.

The last gang member the heroes come across is Rex. He's awake in **The Offices**, counting his money and nursing a bottle of Confederate whiskey (which he thinks is getting him drunk, so he's at -2 to all his Mental Aptitudes). He always keeps both his pistols within arm's reach. If the posse has gotten past both Zik and Elvira without making a sound, Rex has to go for his pieces. Odds are, though, somebody at some time has alerted Rex. In this case, he has both guns on him and is headed for the roof.

Note that not all the gang members are present at the Smeltworks when the posse shows up to kick asses and take names. Walter and Casper arrive on the scene just in time to be reinforcements for Rex and Elvira, but after the posse has dispatched Zik. If you play this out right, the posse should be pinched between both halves of the gang, forced to cover their fronts and their backs.

THE GANG IS PREPARED

If the gang has been forewarned, the fight is much harder for the posse. All of the unjailed survivors are present, watching and waiting for the heroes to step into their trap.

The 10 rabble outside all act like they're drunk and passed out, but in fact they're all quite sober and awake (an Onerous (7) *scrutinize* roll reveals they're faking it). Rex has also given everyone pistols, .44 Armies to be precise. Marshal Rex has deputized them to uphold his law and they all proudly wear his battered and bent badges.

The sound of gunfire is the gang's alert that the posse has arrived. The interior of the Smeltworks suddenly goes dark, as does the rest of the neighborhood. The only lights on the street are fires burning in the brick ruins surrounding the Smeltworks.

Here's where the rest of the gang is hiding, assuming they're able to participate. If not, their position obviously isn't covered by anyone else, so just ignore them.

Casper Zed waits in **The Smelt** to throw individual posse members into molten metal using his various spells. The smelt is fired up and melting down chunks of scrap metal the gang has loaded into it for just this occasion.

Zik is in **The Machine Shop**, hidden in a dark corner with his hand on the shop's main switch. He throws the switch the moment one or two heroes wander in, then rushes out with his claw to push them into the whirring tools.

Walter Hot Iron hides in the rafters of the factory with all his weapons loaded and laid out next to him. He snipes at the heroes as they walk in. He takes his rocket launcher and two remaining rockets into the rafters with him.

Elvira is in the front of **The Offices**, reconnoitering for Rex in back. If the posse gets close to the office, she hides in the shadows and pitches her knives at them one at a time.

Finally, Rex is in the back of the offices with both pistols loaded. All four of the walkin' dead he created with his *unholy host* power are here with him. They each now carry a shotgun.

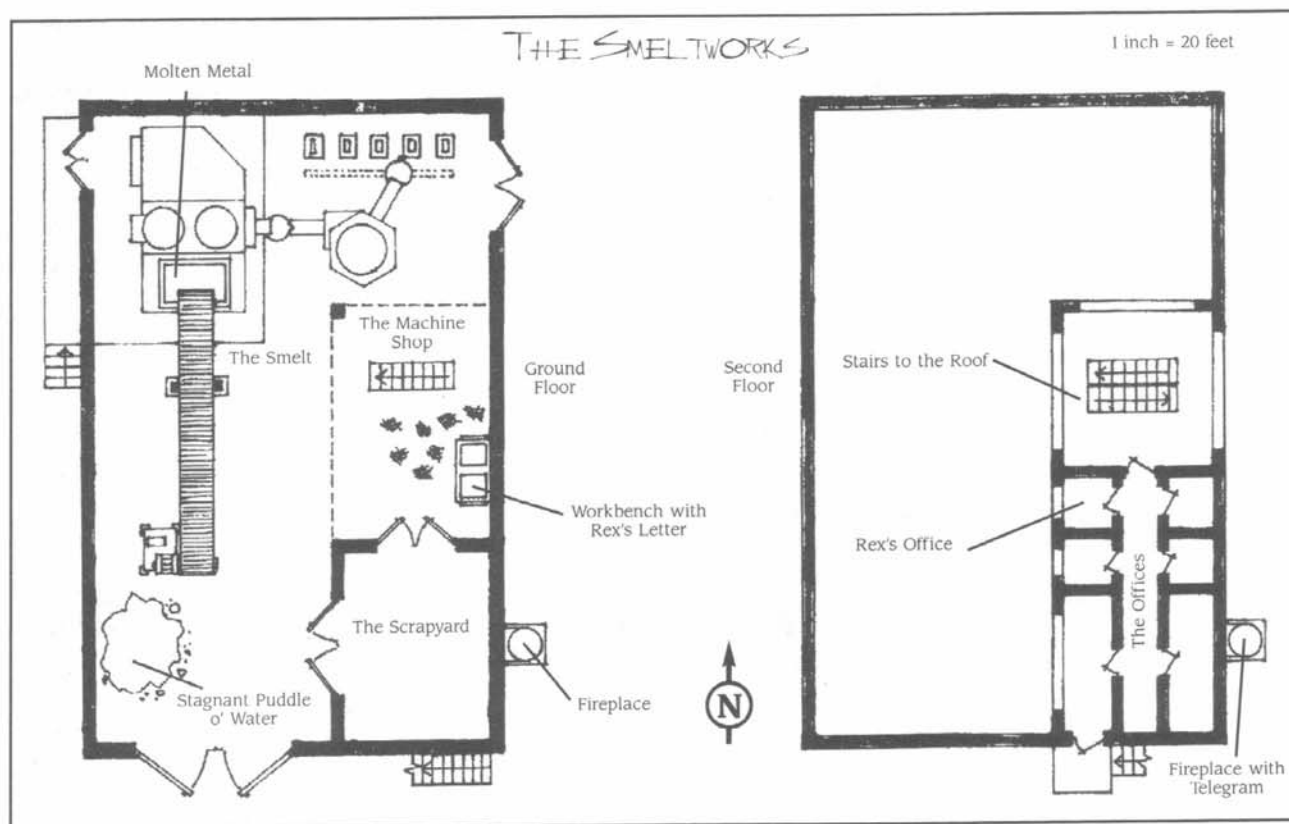
SETUPS

Approaching the Smeltworks: The factory is surrounded by piles of bricks of various heights. Many are tall enough to hide behind. There are also fires burning in makeshift brick fireplaces the indigents have built. The fires are the only source of light in this part of Junkyard, as Hellstromme's fancy street lights have not been serviced in a couple years.

There are 10 groupies that live outside the factory, but there are many more losers wandering the area. Because everyone is masked, it can be hard to tell who is who (unless the groupies are wearing their deputy badges).



THE SHOWDOWN



The Machine Shop: The factory's machine shop features a surprisingly advanced selection of hydraulic tools all around the work area. All these tools are hooked into a central hydraulic system; when Zik first turns on the tools, a boiler under the floor starts rumbling and hissing. The shop is filled with steel punches, hydraulic cutters, lathes, and other nasty, sharp implements that whirl and move along ceiling and floor tracks at different speeds.

All the tools hook into a central switch at the back of the room. When Zik throws the switch, the tools jump to life and become deadly obstacles for the heroes to avoid. Each round, Zik tries to back a hero into the tools. The tools all do 4d8 damage, regardless of what specific tool is being used; describe the various hydraulic tools for color. Shooting the large steam pipe that comes up through the floor shuts down the machines, but also obscures everyone's vision as steam fills the small room.

Just trying to move across the machine shop floor requires a successful Foolproof (3) *dodge* roll each round the hero moves faster than walking speed. On a failure, a random tool does 2d6 damage to the hero. On a bust, the tool does 4d8 damage; the Hit Location Table roll is at +2.

The Smelt: The actual smelt was a large automated process that moved ore from a loading area, through the factory, and into a refinery. There's no ghost rock left to smelt, although the gang has loaded the forge with scrap from the factory for the heroes' arrival.

Zik's pet project has been to keep the factory's equipment in working order. He has been trying to forge new augmentations for himself, as evidenced by a collection of non-working limbs, spiked armor plates, and circular-saw arm attachments littered around the rooms.

The conveyor belt works, as does the forge. Anyone standing on the conveyor is carried to the forge in three turns, but then they have to make a Fair (5) *Nimbleness* roll to avoid being pitched into the forge at the end!

The scrap metal the gang has collected from around the old refinery is heated to a molten state when the posse arrives. The whole room is hot as Hell; add +1 to any Wind lost for any reason while the hero is near the forge. Anyone standing at the mouth of the forge has a chance of hot bubbles hitting them (a Fair (5) *Nimbleness* roll to avoid being hit by a bubble each round); each bubble does 1d6 damage. Anyone falling into the forge is dead, dead, dead.



THE SHOWDOWN

The Scrapyard: Piles of sharp, dangerous pieces of cut metal are stacked in piles and arranged in rough rows and columns. Items occasionally fall from the piles, and the piles can be pushed onto somebody with a Hard (9) *Strength* roll, causing 2d6 damage. Of course, those under a falling scrap pile have a chance to dodge. It is especially dark in the scrapyard, and the sound of falling metal is effective for confusing posse and villains alike; add +2 to the hero's *sneak* if he thinks to use falling scrap as a diversion.

At one end of the scrapyard is a big crusher for junk metal, run by the boiler under the Machine Shop. Assuming the machine shop boiler is working, the crusher can be activated with one action and a Fair (5) *Smarts* roll. Being caught in the crusher is extremely fatal.

The Offices: Old glass-fronted offices overlook the refinery floor. These offices are now filled with broken glass and old furniture such as tables, chairs, and filing cabinets. The outlaws have set up their living quarters in the offices. Broken glass adds +2 to the difficulty of any rolls to sneak, and it does 1d6 damage to anyone who falls into it.

Rex lurks in the offices, waiting for a clear shot so he can start raining bullets into the heroes.

AFTERMATH

If the posse searches the offices well, they discover a letter from Stone in the fireplace requesting their services (see page 46). The letter contains Stone's address in the City of Lost Angels.

There's a chance some of the gang members might escape. They aren't willing to fight to the death, and they each value their own hides over Rex's, all except Elvira, who will fight to the death if Rex is killed or captured. An escaped gang member might ambush the heroes later, while they're on their way to meet Hanuman again, as a final act of revenge. They'll most likely be far too concerned with freeing any imprisoned gang members before they reach the gallows though. Your call, but remember there are two more adventures to come after *The Road to Hell*.

If the posse investigates the hideout, they find about \$1,500 in Union and Confederate cash among Rex Tremendae's belongings. There are also several bits and pieces of Doc Snead's half-built steam jet laying around in the machine shop. On a worktable, among Snead's

voluminous notes on his pet project, the group finds a map outlining Doc's intended route to the City of Lost Angels and a blueprint outlining the changes Doc made to Dr. Byrd's whirligig, and a note from Rex to Snead (see page 45).

The Heart of Darkness is nowhere to be found, of course. Any captured outlaws are more than happy to point this out just to be spiteful. They refuse to say where it's gone however.

Once the characters are through poking around what's left of the gang's hideout, it's time to contact Hanuman and let him know they're delivering the gang.

BAUNTY POINTS

Capturing gang members: 2 points each.

Killing gang members: 1 point each.

Defeating the gang groupies: 2 points.

Defeating the walkin' dead: 2 points.

Using set piece items in clever ways: 1 point.

Searching the hideout for clues to the Heart of Darkness: 1 point.

THE ROUNDUP

When the heroes contact Hanuman for their final payment (using the secure telegraph line at Plant #13—remind them about this, since it's probably been a while since that scene), he arranges for a steam wagon to gather them and the captured gang members. The steam wagon carries the posse to the Hellstromme Compound outside Salt Lake City. The windows are blackened, so they can't tell where they're going. After about an hour, they arrive.

The posse meets with Hanuman in the grand study outside Hellstromme's personal office. Hanuman patiently listens to their debriefing. When the characters inform Hanuman the Heart of Darkness is already headed to LA, Hanuman stifles a cough and walks to a fat metal duct protruding from the wall of the grand study.

Hanuman holds down a switch next to the duct and begins explaining what the characters have told him. He lets up the switch, and the duct crackles with static. Hanuman presses the switch again and asks, "please repeat that." Another garbled static burst emanates from the duct, and Hanuman nods as if he perfectly understands the noise. He then leaves the room through the door to Hellstromme's office. The posse is left standing alone in the room.

A few minutes later, Hellstromme's faithful servant returns to the study carrying a lacquered box. The heroes may think this is some kind of



THE SHOWDOWN

weapon or other deadly device, based on the exchange they just heard. Hanuman, moving deliberately slowly, places the box on the table and flips it open. Within is a single bar of pressed Confederate gold worth about \$500.

"Dr. Hellstromme is understandably upset about losing his beloved gem," Hanuman explains, visibly shaken. "He offers you this token payment for services rendered thus far."

Regardless of the heroes' reactions to this major slash into their expected payment,

Hanuman continues. "Dr. Hellstromme also asks if you would be interested in pursuing the shipment to the coast and securing it? He'll pay you the remaining sum if you retrieve the Heart of Darkness and ensure this Stone person understands—on pain of death, if necessary—that neither Dr. Hellstromme nor his property is to be trifled with."

If the posse wants to take the case, look for *Heart o' Darkness*, the next exciting chapter of the *Devils Tower* trilogy!

BOOT HILL

A QUICK TOUR

DRUNKS (2-5)

Attack:

Fist 2d6/1d6

Broken bottle 2d6/1d6+1d4

Defense:

Brawlin' 2

LURKERS (3-6)

Attack:

Sap 2d6/1d6+1d4

Defense:

Dodge 2d6

Special Abilities:

Surprise drop from the Steel Sky (Onerous (7) Cognition to notice)

PROSTITUTES (2)

Attack:

Nail rake 2d6/1d6+1d4

Kick 2d6/1d6

Defense:

Brawlin' 2

FERAL DOGS (2-6)

Attack:

Bite 3d6/1d6+1d4

Claw 4d6/1d6+1d4

Defense:

Brawlin' 2

Special Abilities:

Sneak 2d8

ALLEY CATS (4-12)

Attack:

Claw 2d6/1d6+1d4

Bite 2d6/2d6

Defense:

Brawlin' 2

Armor 2

Special Abilities:

Steal Breath

DEALER

Attack:

Derringer 2d8/3d6

Knife 2d6/1d6+1d4

Defense:

Knife 2

IMMIGRANTS (2-5)

Attack:

Fightin' martial arts 2d8/2d6

Gimmick weapons 2d8/1d10+1d6

Defense:

Fightin' 2

Dodge 3d8

Special Abilities:

Ch'i power: Gimmick weapons (canes, smoking pipes, beards)

PICKPOCKET

Attack:

Fist 3d6/1d6

Knife 3d6/1d6+1d4

Defense:

Brawlin' 3

Special Abilities:

Filchin' 3d10

FENCE

Attack:

Shootin': inventory item 2d8/
damage per item

Defense:

Dodge 2d6

Special Abilities:

Random small items from the *Smith & Robards* catalog

THE SHOWDOWN

BOOT HILL

THE HUNT

SHERIFF ELI WATERS

Attack:

Club 3d6/3d8+1d4
Bowie Knife 3d6/3d8+1d6
Pistol 6d8/3d6
Rifle 3d8/4d8

Defense:

Brawlin' 3 (4)
Dodge 3d6

Special Abilities:

Level-headed

DEPUTIES (4)

Attack:

Fist 2d8/1d8
Shotgun 3d8/2d6+4d6

Defense:

Brawlin' 2
Dodge 2d6

Special Abilities:

Steamwagon

ED MAYBRICK

Attack:

Fist 3d6/1d8
Shotgun 2d8/2d6+4d6

Defense:

Brawlin' 2

STEAMER DRUNKS

Attack:

Fist 2d6/1d6
Broken bottle 2d6/1d6+1d4

Defense:

Brawlin' 2

ORRIN PORTER (O.P.)

ROCKWELL

Attack:

Bowie Knife 5d6/2d10+1d6
Pistol 6d12/3d6
Shotgun 4d12/2d6+4d6

Defense:

Brawlin' 6

Special Abilities:

Level-headed

Hired DANTE THUG

Attack:

Fist 2d8/1d8
Pistol 2d8/3d6

Defense:

Brawlin' 2

KATHERINE "CAT"

WASHINGTON

Attack:

Shotgun 4d8/2d6+4d6

Defense:

—

WELL-INTENTIONED LOOTS (2, PLUS 1 MORE PER 2 HEROES OVER 4)

Attack:

Fist 2d6/1d6
Pipes and boards 2d6/2d6
Pistol 2d8/3d6

Defense:

Brawlin' 2

CO-OP SCIENTISTS (4)

Attack:

Shoot (various inventions) 2d6/
varies
Fist 1d6/1d6

Defense:

Brawlin' 1

Special Abilities:

Various inventions (see Chapter
3, page 34)

THE SHOWDOWN

GANG GROUPIES (4-10)

Attack:

Fist 2d6/1d6
Pipes and boards 2d6/2d6
Pistol 2d8/3d6

Defense:

Brawlin' 2

WALKIN' DEAD

Attack:

Pistol 2d6/3d6
Shotgun 2d6/2d6+4d6

Defense:

Brawlin' 3

Terror: 9

Special Abilities:

Undead



PROPS



PROPS

Doc,

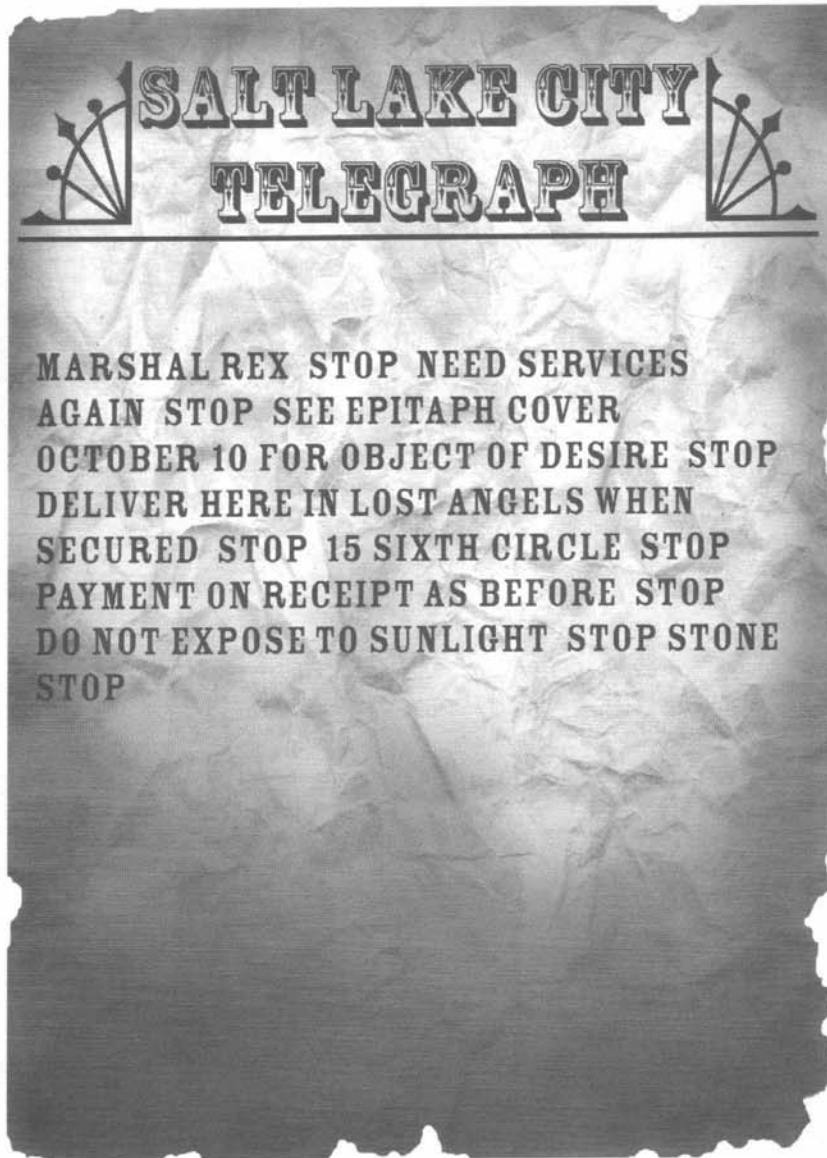
BE REAL CAREFUL WITH THAT
THING AND IF YOU SO MUCH AS
THINK ABOUT WHISKEY BEFORE
THE PACKAGE IS DELIVERED I'LL
TURN YOU OVER TO ELVIRA FOR
"PRACTICE" WHATEVER YOU DO, DON'T
OPEN THE BOX. STONE GAVE
SPECIAL INSTRUCTIONS AND STONE'S
NOT A MAN TO BE TRIFLED WITH.
HERE'S THE ADDRESS:

15 SIXTH CIRCLE

PS DON'T LET THE GUARDIAN ANGELS
GET A HOLD OF YOU OR YOU'D WISH
ELVIRA HAD.

- REX

Note Found on Snead's workbench after the defeat of the Tremendae Gang.



Paper found in office fireplace after the defeat of the Tremendae Gang.

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The Tombstone Epitaph

October 10th, 1876

"Believe It or Else!"

Only 10¢



Above: Sir Byrne beams nearly as bright as the black Heart of Darkness diamond as he presents it to Dr. Darius Hellstromme.

What a Rock!!!

Charity Event Helps Schools,
Foretells End of the World...
by Vic Tulley, Tombstone Epitaph

SALT LAKE CITY, DESERET — Sir Seamus Byrne of the Explorers Society presented the Heart of Darkness, an enormous black diamond, to Dr. Darius Hellstromme at a tony society event last night.

Dr. Hellstromme, founder of Hellstromme Industries, Ltd., announced the acquisition at the Deseret University of Arts and Sciences Charity Ball last night to an audience of 200. Sir Byrne, who brought the gem from the darkest jungles of South America and presented it to Hellstromme himself, announced the Explorers Society will evenly divide all sales proceeds between Deseret University, for its engineering programs, and Harvard University, to help fund its archaeology and anthropology programs.

The gem was sold to Dr. Hellstromme for an undisclosed, although almost assuredly outrageous amount.

The Explorers Society, based in Boston, Mass., USA, has its roots in the Royal Explorers Society in the United Kingdom. Like the RES' lords-only membership policy, the USA-based Explorers Society is comprised of captains of industry, military heroes, and their children. Sir Byrne, knighted by Queen Victoria for his exploits in Egypt and Libya (which were financed by the royal family itself), turned his eye toward the Heart of Darkness after reading mention of the fabled stone in a collection of native stories from South and Central America.

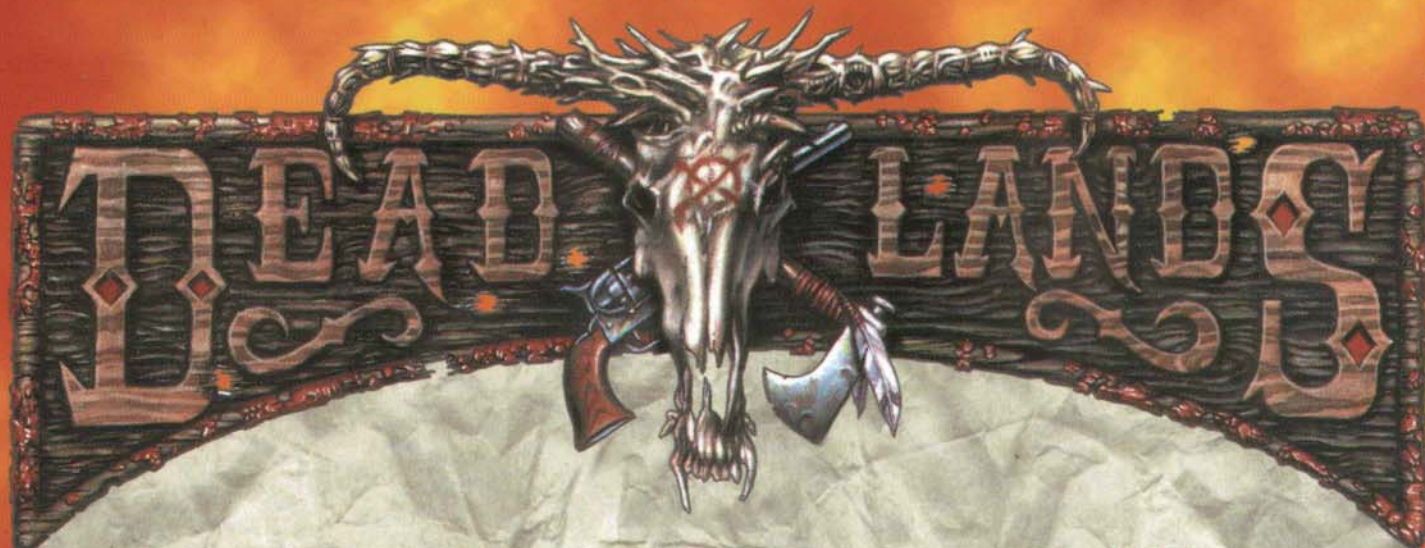
The Heart of Darkness, a 150-karat "black diamond," has a long and curious history. Besides its unparalleled size and shape, the Heart of Darkness has appeared in the traditional stories of native peoples as far north as Mexico. Many of these stories relate to the various tribes' creation myths, and bear a striking resemblance to flood stories that appear in the Christian Bible and other holy books. Stories surrounding the Heart of Darkness foretell great plagues and worldwide wars if it is shown in the light of day.

Both Sir Byrne and Dr. Hellstromme made a great show of keeping the stone in a sealed, cloth-wrapped box en route to the ball and exposed it only indoors. Hellstromme's spokesperson explained this was to heighten the levity of the event.

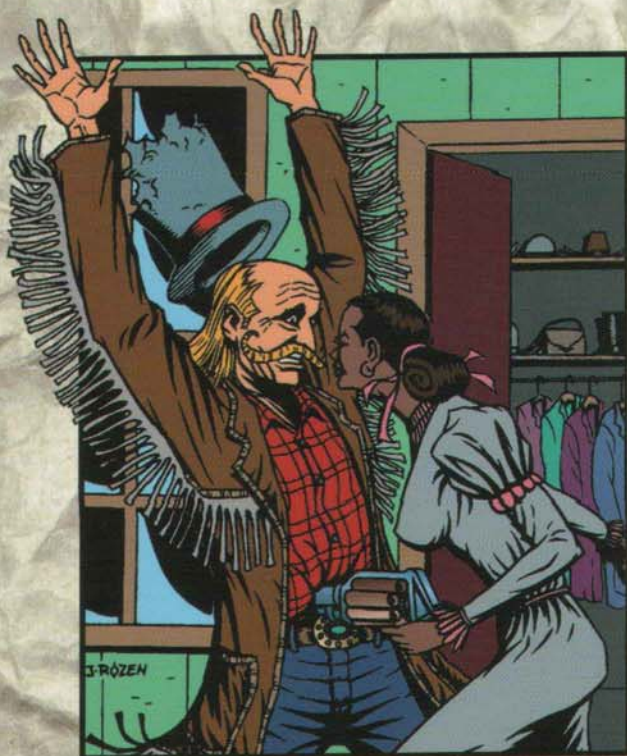
Asked if he put any credence into these stories, Byrne laughed and said, "If every curse of every lost artifact I've ever recovered were real, I'd have been turned into a frog, incinerated, plagued, haunted, and swallowed up by the earth several times over. And our world and everyone in it would be long dead as well. No, there's nothing to these stories except what you journalists put in them."

Sir Byrne will be returning to Boston tomorrow to present Dr. Hellstromme's donation to Harvard in person.

Tombstone Epitaph clipping given to the posse by Hanuman.



All Good Intentions Aside...



It seems some scientists got themselves killed in Salt Lake City, the notorious City o' Gloom. That in itself's not too unusual, but these eggheads were working for the most powerful man in the state of Utah, Professor Darius Hellstromme himself!

It's up to a posse of heroes to figure out who killed the folks in the white labcoats before the local law starts meddling in Hellstromme's affairs. The good doctor can make it worth the heroes' while if they do that and recover something stolen in the raid: a black diamond as big as a blacksmith's fist, the legendary Heart of Darkness.

But Hellstromme's only willing to pay up if he gets the rock back. You see, good intentions aren't worth all that much in the Weird West™.

The Road to Hell is the first in the *Devils Tower* trilogy of adventures, hurtling the heroes down a slippery path toward the damnation or salvation of the entire Weird West.

If the heroes fail, the world may literally never be the same.



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